

SILICON TIMES REPORT
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INTERNATIONAL ONLINE MAGAZINE
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from
STR Electronic Publishing Inc.

January 13, 1995

No. 1102

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Silicon Times Report
International OnLine Magazine
Post Office Box 6672
Jacksonville, Florida 32221-6155

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> From the Editor's Desk

"Saying it like it is!"

Last week, we brought the coverage of the Unisys/GIF/CIS matter to your attention. Since that time, we've found that many well intentioned folks in the computing community have been offering "opinions" relative to the facts surrounding this matter. In the interests of solid information without the "dash and flash" some would love to have attached to the Unisys Patent matter, we are carrying the most recent clarification and FAQ from Unisys. Please review these documents and then carefully listen to all the "armchair" counselors with extreme caution. If you are in the touchy position of having to make a decision relative to your business, software and Unisys, ..please consult an attorney. Then make an informed well thought out decision. Remember, the decision you make may very well affect the entire userbase.

The Winter CES show took place recently and as expected the Game Machine offerings were the "center stage" attraction. There were over thirty press releases from Sega alone. Along with many from the other participants. They (Sega) have intro'ed a number of new products for the home entertainment scene including an extensive CD-ROM support library. We shall have in depth coverage of many of the exciting CES show participant's offerings in next week's issue.

Micrografx Corp. Has released updates for its two excellent programs; Picture Publisher 5.0 to 5.0a and Designer 4.0 to 4.1a the patch files may be downloaded from their support area. This week's issue is busy so I'll make this short and sweet. Its Friday the thirteenth, (had to slip that in there) ...almost mid-January. The first quarter updates and releases are already beginning to flow. Look for at least a half dozen major updates in the next ten to fifteen days. Word Perfect 6.1 for Windows is marvelous. In fact, its quite a bit more powerful and feature rich than many of the higher priced DTP packages we were familiar with in a previous computer lifetime. If you are in the market for a superb Document Processing Ensemble, don't hesitate. Word Perfect 6.1 for Windows is everything you'd expect from Word Perfect and Novell and then some. STReport highly recommends this fine product.

Ralph....

Of Special Note:

STReport will be branching out further to Internet's userbase in the very near future. We've received numerous requests to receive STReport from a wide variety of Internet addresses. As a result, we're putting together an Internet distribution/mailing list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you.

If you're interested in being added to our mailing list, please, send your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look for mailings to begin by October first. We are also considering a number of Internet ftp sites in which to post our issues for as well. Whatever

we can do to make STReport available to you. we'll try it!

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The Staff & Editors

> STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

IBM/POWER-PC/PC SECTION (I)
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Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #02

Compiled by: Lloyd E. Pulley, Sr.

***** General Computer News *****

>> AMD, Intel Settle Legal Fight <<

After seven years in court, chip-making rivals Intel Corp. and Advanced Micro Devices Inc. have ended their court fights. The two have been going at each other since the late 1980s over AMD's rights to clone Intel's '386 and '486 lines of microprocessors.

In the settlement:

-:- The two firms agree to drop all pending litigation against each other.

-:- AMD agrees to pay Intel \$58 million, but is given a perpetual license to the microcode of Intel's '386 and '486 chips.

That means AMD can continue to produce and sell its clones of 386 and 486 chips, which have already generated hundreds of millions of profits for AMD," the Journal notes. "Although 386 chips are considered outmoded

these days, 486 clones continue to be big sellers and are likely to generate significant profits for AMD for years to come."

In addition, AMD gets rights to an Intel patent covering memory management and can negotiate a new patent cross-license agreement to replace one that expires at the end of 1995.

>> CD-ROM Drive Sales Up 137 Percent <<

According to preliminary 1994 CD-ROM sales data the worldwide installed base of CD-ROM drives grew to 26.9 million units, up 137% from 1993.

The U.S. accounted for the largest overall increase, followed by the U.K., Germany and Japan. Schwerin notes that the increase was driven by the widespread bundling of CD-ROM drives with new desktop PC systems.

Building on the strong momentum established during the Christmas 1993 selling season, worldwide software unit sales were up 161 percent in 1994, led by the consumer market.

Because of the industry's relative shift toward lower-priced consumer products, worldwide title revenue was up 65% in 1994, less than half the increase of worldwide units.

>> IBM Advertises Pentium Computers <<

IBM Corp.'s personal computer division this week published advertisements for its computers based on Intel Corp.'s Pentium chip, one month after the computer giant declared it wouldn't ship machines with the flawed chip.

IBM halted shipments on Dec. 11 of computers containing the Pentium chip, citing the flaw in the microprocessor that caused errors in some complex division problems. The move caused many to think the Pentium flaw was more serious than it really was, especially when IBM revealed its own test results proved the Pentium produced incorrect answers more frequently than Intel had said. It also caused some to think IBM was using Intel's problems to promote its own rival chip still under development.

>> Australia Second to U.S. in PCs <<

Australia appears to rank second only to the United States in percentage of home computer usage. New figures from Down Under indicate nearly one in four Australian households uses computers on a regular basis.

Reports say that analyst Graham Penn of the International Data Corp. is saying the report by the Australian Bureau of Statistics illustrates Australians were catching up.

Said Penn, "There are currently 21.1 computers for every 100 people in Australia. That figure is only second to the U.S., which has 26 computers per 100." He predicted that by the year 2000, some 60% of Australian households would have a PC.

The Bureau of Statistics report shows that between February 1993 and

February 1994, a total of 23.9% of households frequently used a PC. Of these, 73% were using word-processing software.

>> IBM Again No. 1 in U.S. Patents <<

IBM Corp. was issued more U.S. patents in 1994 than any company has ever received in any year. This is the second year in a row that IBM has ranked first in the number of patents awarded by the U.S. Patent & Trademark Office.

According to IFI/Plenum Data Corp., IBM received 1,298 U.S. patents in 1994 -- 199 patents (18 percent) more than second-place Canon KK.

>> MasterCard Courting the Internet <<

A deal aimed at letting Internet users safely charge online purchases to their credit cards has been struck by MasterCard International Inc. and Internet software publisher Netscape Communications Corp.

A Mastercard official said a new system will allow cardholders to purchase goods over the Internet without having to worry about their credit card numbers being filched by network vandals.

Reports say the new MasterCard system will use Netscape techniques to scramble account numbers and other data and forward the information to MasterCard computers to reduce the threat of vandals taking control of customers' credit-card accounts and running up charges.

MasterCard, using Netscape's secured software, will connect its own computers to the Internet, which will carry encoded authorization requests to MasterCard's private network and ultimately to the banks connected to it.

Marc Andreessen, Netscape's vice president of technology, said "People will be able to become merchants on the Internet with nothing more than software," adding many merchants currently must use leased phone lines and dedicated terminals to get credit-card charges processed and approved. The Netscape system will let them get approval directly on the Internet, he said.

>> Microsoft to Offer Pentium Fix <<

A software solution for Windows users that effectively disables the faulty floating-point hardware in Intel Corp.'s Pentium microprocessors has been announced by Microsoft Corp.

Reports from Microsoft say the software will be offered for free to users and will provide them with an alternative to replacing the flawed Pentium processors.

Microsoft officials said the software still is being tested, but should be available in the second half of the year.

The new software will offer customers three choices to address the Pentium division problems:

-:- Skip the new Microsoft emulation software if they won't be affected.

- :- Use the software only if a division flaw is present.
- :- Use the new software all the time.

Microsoft said the software will be provided to computer manufacturers to pre-install on Pentium-based systems and will work with Windows 3.1, Windows 3.11 and Windows for Workgroups 3.11, and it is being tested for compatibility with Windows 95.

>> Online Security System Unveiled <<

AT&T Bell Laboratories announced says it has developed a comprehensive security system for all types of commercial information services.

The AT&T Information Vending Encryption System (IVES) is designed to protect such services as video-on-demand, home shopping and banking, software distribution, electronic publishing, electronic news and alerting services.

AT&T says the system works on all types of communications networks, including the Internet, other data networks, cable television networks and direct satellite broadcasting.

IVES uses chips jointly designed by AT&T Bell Laboratories and VLSI Technologies Inc., the world's largest producer of chip sets for personal computers.

The first application of IVES will be in set-top cable television boxes being built by AT&T as part of an end-to-end digital video solution for Cablevision Systems Corp.

AT&T notes that the IVES system uses highly secure cryptographic addressing based on security technology licensed from RSA Data Security. Customers and network nodes have unique public cryptographic addresses ensuring that information can be accessed only by those for whom it was intended. The system provides encryption of information for both communications and storage.

AT&T says IVES provides automated key management, requires minimal bandwidth and has a straightforward security applications interface.

>> U.S. Robotics Opens R&D Site <<

Modem maker U.S. Robotics Inc. has announced the opening of a new Massachusetts-based research and development facility.

The company says the facility, located in Marlborough, Massachusetts, will focus on the development of corporate/systems communications products, including new local area network (LAN) and wide area network (WAN) products and technologies.

>> CD Software Sales Soar <<

The Software Publishers Association reports that CD software sales soared in 1994's third quarter.

For the quarter, total sales of reporting companies were \$150.6 million, a 229% increase over the \$45.7 reported for the same period in

1993. For the first three quarters of 1994, total sales were \$387.2 million, a 282% increase from \$101.2 in the first three quarters of 1993. Unit sales in 1994's third quarter were 5.88 million, a 253% increase, while unit sales for the first three quarters were 15.6 million, up 292%.

>> Chip Market Surged in 1994 <<

The 1994 semiconductor market shattered the \$100 billion mark in 1994 and reached an unprecedented \$109.7 billion in revenue for the year, according to Dataquest's preliminary 1994 worldwide semiconductor market share results.

The market researcher notes that the market showed no signs of slowing as revenue grew by 28%, outpacing the 1993 market growth rate of 26%.

Each of the four semiconductor supplying regions of the world increased semiconductor revenue by more than 20% in 1994. Total revenue for Asia/Pacific companies grew by 63% and surpassed European suppliers for the first time.

Intel Corp. became the first semiconductor company to break the \$10 billion barrier in a calendar year. The microprocessor giant led the worldwide semiconductor market in revenue for the third consecutive year.

>> White House Tackles Telecom Laws <<

The Clinton administration began educating the American public this week on why reform of 60-year-old telecommunications laws is needed.

Reports from Washington, D.C. say that Vice President Al Gore said that consumers need to understand reform is necessary for them to receive the most benefits of the information age.

"Competition in the information marketplace will provide Americans lower prices for their telephone, cable, and information goods and services and give them more and better choices," he said in a speech to regulators and local government officials meeting in Washington.

"Consumers want to ensure that they are not disadvantaged by the change that does come to them -- that they do not find the cost of being in the game rising constantly with little benefit to justify it and no increase in the quality," Gore said.

Until now, the administration's efforts to revise the old telecommunications laws centered on how such reform would affect multi-million-dollar telecommunications companies and their ability to get into new businesses.

In an attempt to reach the American people on the issue, Gore insisted the competition resulting from legal reform will create jobs -- some 1.4 million over the next 10 years, according to White House estimates.

The Clinton administration will focus legislation in the new Congress on opening businesses to competition.

>> Dell Drops Latitude Notebook Price <<

Dell Computer Corp. announced this week it has reduced prices on its Latitude notebook computers by 7% to 13% with the largest cuts made on the 50 megahertz Intel DX2-based dual-scan color models, which were reduced by \$300 to a new retail price of \$1,999.

In addition, both the 33 megahertz Intel 486SX-based dual-scan color models and the 50 megahertz Intel DX2-based active-matrix TFT color models were reduced by \$200. The former was reduced from \$1,999 to \$1,799, while the price of the latter was lowered from \$2,799 to \$2,599.

The price reductions are effective immediately.

>> Kits to Fix 1.5 Million HP Printers <<

Hewlett-Packard Co. has discovered 1.5 million of its inkjet printers have a flaw -- they sometimes fail to grab the top sheet of paper in their feeder trays -- and the company plans to distribute fix-it kits to correct the problem.

Affected models are DeskJet and DeskWriter printers, models 510, 520, 550C and 560C.

Reports say that HP discovered the flaw in printers made in its Vancouver, Wash., facilities between June 1993 and March 1994.

Sources say HP will send roller-repair kits immediately to all registered owners of affected printers and will ask everyone else to call for the kit.

Customers can request a kit by calling (800) 656-2324. The 1.5 million printers affected represent about 10 percent of all of HP's inkjets.

>> System 7.5 Shipments Near 1 Million <<

Shipments of System 7.5, the new Apple Macintosh operating system which has been available for about three years, now are nearing 1 million.

Apple Vice President Guerrino DeLuca also says shipments of PowerMac computers, Apple's top-of-the-line computer introduced last March, now have topped 750,000.

DeLuca also said:

- :- Apple's Newton technology, including licenses, now commands 75% of the personal digital assistant market.
- :- The company is ready to license its Pippin multimedia CD-ROM player and has sold a license to Bundie, Japan's largest toy company.
- :- The AppleSoft Interactive TV unit is licensing its set top box processor technology and that Bell Atlantic Corp. will be using it in its interactive TV trials.

>> Compaq Adds to Multimedia Units <<

A new model has been added to Compaq Computer Corp.'s family of multimedia computers.

The Compaq Presario CDS 524 incorporates a 486DX2/66MHz microprocessor and 8MB of RAM. Company officials are quoted as saying the estimated street price of the computer is \$1,849.

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While the following Unisys Statement did appear in last week's issue, we decided to include it again. This time, its accompanied by the Unisys FAQ. The main reason is to alleviate the "profusion of confusion" being unloaded upon the graphics community. Hopefully, between the two highly informative documents, you'll be able to cut through the nonsense and get to the real facts. As the man says; "just the facts".

January 6, 1995

Unisys Clarifies Policy Regarding Patent Use in On-Line Service Offerings

The concerns, inquiries and some apparent confusion that have resulted from the December CompuServe advisory clearly indicate that we need to clarify our policy concerning the use of the Unisys Lev Zempel Welch (LZW) patent by software developers for the major on-line services.

We want to reiterate earlier communications that the issue of patent licenses is not focused on the end users of on-line networks, including the Internet. We encourage end users to continue to take full advantage of the outstanding benefits of a rapidly growing on-line community.

Unisys was awarded the patent in 1985. We became aware of the increasing interest in our LZW patent beginning in 1990 when many companies approached us to license the patent for their hardware and software products. The growth in the use of compression technology was mushrooming in order to meet the demands for transmitting increased amounts of data. To date, more than 100 companies, including hardware, software and on-line information services, have licensed the Unisys LZW technology.

Two years ago, Unisys learned that the LZW method was incorporated in the GIF specification and immediately began negotiations with CompuServe in January of 1993. We reached agreement with CompuServe on licensing the technology in June 1994, which calls for CompuServe to pay Unisys a royalty of 1% of the average selling price it charges for its software. This represents approximately 11 cents for each copy sold and connected to its information service.

Under the agreement, CompuServe, at its discretion, could relicense the LZW technology to commercial developers using the GIF specification in software that connected directly to the CompuServe information service.

With the agreement completed on June 21, 1994, CompuServe was given six

months to implement the terms of its license. CompuServe later asked for a one-month extension, which we granted.

Unisys did not require CompuServe to pass on any fee to its sublicensees or end users. Such a decision, and the content and timing of CompuServe's advisory, was at their discretion.

Consistent with the entire information industry's desire to protect intellectual property, Unisys will expect all of the major commercial on-line information services companies employing the LZW patent to license the technology from Unisys at a reasonable rate. The on-line service companies are not required to sublicense the technology to developers producing software for the commercial on-line services. It will be, as it is today, at the on-line service's discretion as to whether it charges a license fee to developers or chooses an alternative method to account for its licensing fees payable to Unisys.

We recognize and are concerned -- thanks in large part to the recent and very active use of the on-line network -- that developers did not understand that the patented technology was resident in GIF. Taking that into account, Unisys does not intend to pursue previous inadvertent infringement by versions of GIF-based software products marketed prior to 1995.

Concerning all future software product development and enhancement of existing products for accessing on-line services, Unisys expects developers of commercial, for-profit software to secure a license from Unisys, or through the licensed on-line service, for the use of the patented technology. The very reasonable terms should prove no financial barrier to the introduction of product into the on-line network.

Unisys does not require licensing, or fees to be paid, for non-commercial, non-profit GIF-based applications, including those for use on the on-line services.

Concerning developers of software for the Internet network, the same principle applies. Unisys will not pursue previous inadvertent infringement by developers producing versions of software products for the Internet prior to 1995. The company does not require licensing, or fees to be paid for non-commercial, non-profit offerings on the Internet, including 'Freeware'.

Commercial developers of GIF-based software for the Internet are expected to secure a licensing agreement with Unisys for software products introduced beginning in 1995, or enhancements of products that were introduced prior to 1995. Again, terms should not preclude the entry by these firms into the marketplace.

For organizations introducing World Wide Web servers and 'Home Page' offerings, most will not be required to secure a license from Unisys. Most organizations acquire software from other developers to create their offerings on their servers. Therefore, only the software firms who sell the enabling software for profit would be expected to secure a licensing agreement from Unisys.

Unisys understands that this issue has caused concern. We want to reassure all users and developers that we are strong proponents of the on-line industry.

We're proud that this important Unisys technology has played a role in the introduction of innovative products and services, many of which are fueling the explosive growth of the information superhighway.

As members of the information community we want to strike the appropriate balance between information access and the rights of all information companies, including the developers of software, to protect their intellectual property rights.

Patent information: Contact Welch Patent Licensing Department; Unisys; Mail Stop C1SW19; P.O. Box 500, Blue Bell, PA 19424.

Or via Internet, send E-mail to LZW_INFO@UNISYS.COM, or use a form available on the Home Page of the Unisys Web Server (<http://www.unisys.com>) to request follow-up information.

Media contacts:

Unisys Public Relations

Bob O+Leary (215) 986-6413

or

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From: rmarks@ecdcsvr.tredydev.unisys.com (Richard Marks)

Date: Fri, 6 Jan 1995 22:09:14 GMT

UNISYS LZW PATENT
FREQUENTLY ASKED QUESTIONS

January 6, 1995

Since we released our statement this morning clarifying the terms of our LZW patent licensing agreement, we have received several questions from both the press and the on-line community at large. We thought we would share with you some of the most frequently asked questions -- and our answers. We hope this may help answer some similar questions you have.

What is the LZW patent?

The LZW patent covers methods and apparatus for lossless compression and decompression of digital data. Unisys holds a U.S. patent (number 4,558,302) as well as equivalent patents on the technology in Canada, France, Germany, U.K. and Italy. Equivalent patents are also pending in Japan.

How did Unisys get the patent?

Data compression and decompression is a critical aspect of data transmission and storage and is very much of interest to Unisys and the industry. The patent is the result of research done by Terry Welch at Sperry Corporation in the early 1980s that extended previous work by researchers Lempel and Zev. Sperry Corporation was granted the U.S. patent in 1985. Sperry and Burroughs merged in 1986 to form Unisys, thus Unisys became the owner of the Sperry patents.

Why is LZW so widely used?

It is a very efficient compression method and a highly advantageous way of compressing and decompressing data for a wide variety of purposes. It is easy to implement, operates at high speed and results in high compression ratios without loss of data (that is, it significantly shrinks the file size).

GIF has been in use since 1987. Why is Unisys enforcing its rights now?

Unisys only became aware of the use of LZW in the GIF specification two years ago. We immediately began negotiations with CompuServe at that time and reached an agreement in June, 1994. The existence of the patent has never been a secret. In fact, we have completed licensing agreements for LZW technology with over 100 companies since 1990, for products including hardware, software and on-line information services. With most of these companies, it was the licensees who approached Unisys, not Unisys forcing the taking of a license.

Why did it take you so long -- almost five years --
to figure out that GIF was infringing on your patent?

As is common in industry, we don't have massive people resources devoted to searching and finding products which may be infringing and then undertaking the complex task of reverse engineering the products to determine whether or not they have infringed on the patent. In the case of GIF, as soon as we became aware we immediately sought to protect the patent through a license to CompuServe.

Is this part of a larger campaign to enhance your revenues?

No. The actual revenue derived from this particular patent is not significant. However, Unisys has invested hundreds of millions of dollars in overall technology development and has protected its investments in the form of thousands of patents. We have a responsibility to our shareholders to ensure that we protect these valuable company assets.

Why have you targeted the on-line industry now?

Unisys has not specifically targeted the on-line industry, evidenced by the fact that we have licensed this technology to hardware, software and information services companies over the past several years. We became aware of the applicability of our patent to the GIF specification and we simply undertook negotiations with CompuServe as the primary stakeholder in this specification. The announcement content and timing of CompuServe's action was solely a CompuServe business decision.

The agreement with CompuServe says I can only use GIF in accessing CompuServe? What about other on-line services?

Our relicensing agreement with CompuServe allows CompuServe to relicense the technology only for use in accessing the CompuServe information network. However, commercial, for-profit developers are free to contact us to secure a license for LZW. Non-commercial, non-profit users aren't required to secure a license to use the technology.

Is Unisys willing to negotiate with other developers?

Absolutely. Unisys wants to encourage the use of its patented technology

and is therefore continuing to make licenses available under the patent at reasonable and non-discriminatory terms and conditions to any interested party. Keep in mind that Unisys can only license the patented LZW technology. Unisys has no other stake in GIF (other than using it for our own graphics transmission).

What do you consider "reasonable terms"?

While we will conduct negotiations with each applying developer, the CompuServe royalty rate is somewhat indicative of the terms that should cause no financial barrier to product entry into the on-line marketplace, or anywhere else. The CompuServe agreement calls for the company to pay Unisys a royalty of approximately 1% of the selling cost of the product for each product sold and connected to the on-line service. Given the calculation of the average price of CompuServe products, this came out to about 11 cents per product sold and connected.

GIF is used extensively on the World Wide Web.
What does Unisys intend to do there?

Unisys in no way wants to discourage end users and developers from making use of this technology. We intend to license commercial software developers. However, non-commercial, non-profit products, including freeware, need not pay license fees. Organizations introducing a World Wide Web server and home page to the Internet are not expected to license the technology if they used a third-party software application to develop their server offering. Only the commercial third-party developer in that case should secure a license.

What about Internet browsers?

Again, our focus is on the developers and not on the end user. Also, our action is primarily focused on for-profit developers. If a developer intends to make a profit or provide a product for commercial use, they should negotiate a license from Unisys.

Will this hurt the use of GIF?

We certainly hope not. GIF has been outstanding for handling graphics files and its use of LZW technology is one of the factors in its success. Again, the licensing terms are very modest and should not be a barrier to its use.

Will users of CompuServe have to pay a royalty to Unisys every time they upload or download a GIF file?

No. Revenue to Unisys under the CompuServe license is independent of the number of files transferred.

What will be the impact on end users and commercial software developers?

There should be no impact on individual end users. We encourage them to take full advantage of GIF. For developers, the impact should be minimal. Again, Unisys continues to make licenses under the patent available to any interested party at reasonable and non-discriminatory terms and conditions. License fees for this technology should not be a barrier to any software developer.

Why did you announce the changes during the Christmas holiday?

We concluded the license with CompuServe on June 21, 1994. CompuServe was given six months to implement the terms of the license agreement. CompuServe asked for, and we granted, a one-month extension. The timing and content of the announcement, and for that matter, the need for the announcement, were entirely of CompuServe's choosing and without Unisys knowledge or approval.

I'm using freeware or shareware that can manipulate GIF files.
Can I still use it?

Yes.

What about freeware developers?

Our focus is on commercial, for-profit developers. Freeware is exempted from licensing fees.

And shareware developers?

Shareware developers that intend to make a profit from their software should negotiate a license with Unisys. Alternatively, if their software is intended to access CompuServe only, they might want to take advantage of CompuServe's relicensing agreement with us.

Was the Unisys patent ever challenged?

The Unisys LZW patent was challenged in 1993, re-examined by the United States Patent and Trademark Office, and the patentability of all claims was reconfirmed in January of 1994. This is a valid and fully enforceable patent.

Patent information: Contact Welch Patent Licensing Department; Unisys;
Mail Stop C1SW19; P.O. Box 500, Blue Bell, PA 19424.

Or via Internet, send E-mail to LZW_INFO@UNISYS.COM, or use a form available on the Home Page of the Unisys Web Server (<http://www.unisys.com>) to request follow-up information.

Media contacts:

Unisys Public Relations

Bob O+Leary (215) 986-6413
or
Oliver Picher (215) 986-5367

Go Graphics NEWS

TO BE FEATURED IN ARCHIVE FILMS
HOLLYWOOD'S MOST BEAUTIFUL LADIES

New clips from Hollywood's golden age of films will feature the greatest of Hollywood's leading ladies in a new section in the Archive Films Forum (GO ARCFILM). The clips, in .AVI format, are a cross section of many kinds of Hollywood features and short topics. They have been culled from Archive Films' vast collections of movie and TV content. Famous models such as Betty Page and Dorothy Van Nuys will join actress greats such as Marilyn Monroe and Jayne Mansfield in this fascinating look at the lovely ladies of the screen, large and small.

The monthly membership fee will increase by \$1 to \$9.95. The new fee will include free access to the Executive Service Option. ESO surcharges for specific products continue to apply. In Western Europe, the CompuServe network \$7.70 per hour prime-time communications surcharge will be eliminated. In the United States, Wide Area Telephone Service surcharges will be cut by 31 percent to \$6 per hour. The Canadian WATS-line charge will be cut by 41 percent to \$20 per hour.

NEW PRICING MEANS MORE VALUE FOR MEMBERS

Starting 05-Feb-95, CompuServe Members will benefit from an enhanced Standard Pricing Plan. The new rates significantly lower connect-time and mail charges, allow access to more basic services, reduce US and Canadian WATS-line charges, and eliminate CompuServe network prime-time communication surcharges for Western Europe. The new monthly membership fee will be \$ 9.95.

Rates are quoted in US [\$] Dollars

CompuServe's new Standard Pricing Plan rates will not be effective for members in Japan or Australia until 26-Mar-95.

HOW YOU WILL BENEFIT

Lower connect-time rates: The connect-time rate for access at .6 and 14.4 kilobits per second will drop from \$9.60/hour to \$4.80/hour. This is a 50 percent rate reduction in high speed access.

Lower mail charges: The rate for sending a CompuServe Mail message will be lowered from .15 cents for the first 7500 characters of a message, and .05 cents for each additional 2500 characters of the message.

On 05-Feb-95, the rate will become 10 cents for the first 7500 characters of a message, and .02 cents for each additional 7500 characters of a message. At the same, you will continue to receive the \$9/month mail allowance. This means that you may send 90 three-page full-text messages per month FREE. This is an increase of 30 messages per month.

Enhanced Basic Services Package: CompuServe will increase the number of basic services from 78 to more than 100. As of 05-Feb-95, you will now have access to over 100 basic services connect-time free.

Lower WATS-line charge in the United States: The Wide Area Telephone Service (WATS) surcharge in the United States will be reduced to \$6/hour. This is 31 percent rate reduction from \$8.70/hour previously. The Canadian WATS-line charge will be cut by 41 percent to \$20/hour.

Elimination of prime-time communication surcharge in Western Europe: The \$7.70/hour prime-time communication surcharges for CompuServe network access in Western Europe will be eliminated.

Free Access to the Executive Service Option: The Standard Pricing Plan will now receive all of the benefits of the Executive Service Option. Premium service surcharges continue to apply for specific products.

For More Information:

Chart compiled by Jim Ness

* During testing period, 28800 and 57600bps
are also charged at \$4.80/hr

SOUND BLASTER EDUTAINMENT CD 16 MULTIMEDIA KIT
=====

- * Top-selling software titles (see below)
- * Sound Blaster 16 stereo sound card
- * Double-speed internal CD-ROM drive
- * Stereo Speakers
- * Microphone
- * Easy Installation

Creative Double-Speed Technology CD-ROM Drive

Features and Specifications:

- * Internal double-speed drive
- * 300 KB/second transfer rate, fast data access of 320 ms
- * Multi-Session Photo CD Compatible
- * Exceeds MPC level 2 specifications, CD-ROM XA ready
- * Software controlled, automatic tray-loading drive
- * Daisy-chain up to 4 Creative Labs drives

Stereo Speakers & Microphone

- * Matched, high performance Creative Labs stereo speakers
- * High-quality dynamic microphone

Sound Blaster Edutainment CD 16

Includes Today's Top-Selling Multimedia Software

- * Aldus Photostyler SE
- * Aldus Gallery Effects Vol. 1
- * Quicken Deluxe CD-ROM
- * New Grolier Multimedia Encyclopedia
- * Rebel Assault
- * Links
- * Lemmings
- * Indianapolis 500, The Simulation
- * Speed
- * 3-D Dinosaur Adventure
- * Travel Adventures
- * Creative Screen Singer
- * Creative VoiceAssist
- * Allie's Playhouse
- * Altamira Composer
- * Kai's Power Tools
- * Digital Morph
- * SeaWolf
- * Ultima VIII
- * Strike Commander
- * Syndicate
- * Wing Commander 2
- * Hong Kong Mahjong
- * Populous II
- * Savage Empire
- * 7 Cities of Gold
- * Shadowcaster
- * Space Hulk
- * Ultima Underworld
- * Ultima VII
- * Wing Commander Academy
- * Chuck Yeager's Air Combat
- * Eagle Eye Mysteries Original
- * Peter Pan: A Story Painting Adventure
- * Eagle Eye Mysteries in London
- * Scooter's Magic Castle
- * Creative Ensemble
- * Creative WaveStudio 2.0

- * Creative Soundo'LE
- * Creative Mosaic
- * Creative Talking Scheduler
- * Monologue for Windows
- * QuickCD

System Requirements

- * IBM-PC 386SX and higher or 100% compatible
- * SVGA graphics adapter
- * Microsoft Windows 3.1 or higher
- * 30 MB hard drive (minimum)
- * 4 MB RAM (optimum performance with 8 MB or higher)
- * 3.5 inch, 1.44 MB floppy drive
- * Mouse
- * Open 16-bit Slot
- * Open 5 1/4 height drive bay available (drive rails may be required)

Warranty

One-year limited hardware warranty covering parts and labor

> PC TOOLS FAQ STR Spotlight

More PC Tools for DOS and Windows FAQ

=====

This is the Frequently Answered Questions Document for More PC Tools for DOS and Windows.

0.0 What is an FAQ (Frequently Asked/Answered Questions)?

GENERAL QUESTIONS

1.1 What is More PC Tools for DOS and Windows?

1.2 Where should I install More PC Tools for DOS and Windows?

1.3 Technical Support Services

FUTURE DEVELOPMENTS/UPGRADES

2.1 I heard that Symantec is going to drop the Central Point Products.

2.2 Are there any file upgrades available?

TROUBLESHOOTING

- 3.1 How can I receive more information about Central Point Products?
- 3.2 More PC Tools Installation fails.
- 3.3 CPR locks up the system when saving image files.
- 3.4 CPR locks up the system when saving image files in Windows.
- 3.5 CPR interferes with my modem communications when saving an image file.
- 3.6 CrashGuard Pro setup changes are not saved.

BEGINNING OF THE ANSWERS

0.0 What's an FAQ?

Introduction:

A FAQ is a compilation of the most common questions about a subject and their answers. This is an established technique (adopted from its widespread use on USENet) for reducing the repetition of questions and answers from on-line services (such as BBS, CompuServe and America Online).

Our intent is to answer as many questions as possible. You don't have to leave a question and call back to get an answer to something that we've already covered a few times before.

We will be aggressively maintaining these to ensure that they always have answers to the most current issues pertaining to a product. Naturally users are encouraged to read the FAQ before posting. Hopefully you'll find your question (and its answer) here (which will save you time and money).

Please note that this is not intended to replace the manual or the built-in help. It is prepared and maintained by our tech. support staff so our FAQ's may not have breadth or editorial polish of our official documentation. Hopefully, this will answer some questions that our technical writers couldn't foresee. You may have been referred to this document by one of our technicians or another customer. Please don't take offense to this. We are trying to provide the answers in the best possible way. You are welcome to suggest improvements.

GENERAL QUESTIONS

1.1 What is More PC Tools for DOS and Windows?

More PC Tools includes a combination of new and improved features that will help users configure, control and protect their systems. These include:

- * CrashGuard Pro with CPR for Windows - which includes upgraded technology from PC Tools for Windows and PC Tools Pro - is a two-part system which helps prevent crashes and facilitates the recovery of data if a crash or power loss does occur. CrashGuard monitors system resources, memory and disk space in Windows and warns the user so he can shut down unnecessary applications and stabilize his system before a crash occurs. An improved CPR feature automatically takes periodic snapshots of un-saved data in RAM to facilitate recovery of that work if a crash occurs. CPR is now twice as fast as the version in PC Tools Pro and is controlled from within Windows. CrashGuard Pro also adds a new automatic shutdown (commonly known as a bookmark) feature.
- * DriveSpeed improves IDE hard disk drive transfer speed 50% or more by utilizing the buffers built into the drive controller. Unlike a disk cache which uses the PC's memory to buffer reads and writes, this feature uses the firmware on the hard disk's embedded IDE controller to improve data-transfer rates. DriveSpeed uses less than 1K of RAM, making it economical in operation as well.
- * DriveCheck quickly and unobtrusively checks a user's hard disk periodically and alert users to actual or potential problems, including lost clusters or cross-linked files and high degrees of file fragmentation. When a problem is noticed, advice on solving it is given.
- * BackTrack is a utility many will appreciate - this program keeps a history of changes made to DOS startup files (autoexec.bat and config.sys) and Windows configuration files (win.ini, system.ini and progman.ini). In use, this program allows users to "back track" and restore earlier "working" versions of these files, should that become necessary.
- * System Information Pro (SI Pro) helps improve system reliability by providing the user information about what resources (like IRQs and DMAs) are currently being used in their system. This lets the user quickly troubleshoot new hardware installations. SI Pro uses Intel's Plug-and-Play database for easier system configuration, even for non-Plug-and-Play PCs and add-in cards. SI Pro also gives extensive hardware diagnostics, including new tests for modems, CD-ROM drives and the latest CPUs.

1.2 Where should I install More PC Tools for DOS and Windows?

If you already have an earlier version of PC Tools for DOS or Windows, More PC Tools should install to the same subdirectory. Because More PC Tools does update certain files in the PCTOOLS or CPS directory, installing into that directory will guarantee that all files are updated properly and minimize the amount of disk space needed.

If you do not have an earlier version, then it can be installed on any drive and to any subdirectory of your choosing.

1.3 Technical Support Services

A wide variety of services are available to registered owners of Central

Point products.

ON-LINE & AUTOMATED SUPPORT SERVICES

Technical Support via on-line services is available through the services listed below. Use these services to converse with us and other Central Point customers for helpful dialog, tips and for access to files using your computer.

CompuServe Forums:

Call your local access number, available in your CompuServe membership kit, and type GO CENTRAL at any exclamation point (!) prompt. We have two Forums, and if you are using a script to log onto CompuServe, type GO SYMCPDOS for DOS and Network products, type GO SYMCPWIN for Windows, Macintosh, and OS/2.

America Online Industry Connection:

Call your local access number, available in your America Online membership kit. The keyword for our industry connection is CENTRAL.

Bulletin Board System:

Set your modem to 8 data bits, 1 stop bit and no parity. Dial 503-984-5366 for up to 14,400 baud access.

With our automated fax retrieval service you have instant access to up-to-date technical articles and product information 24 hours a day, 7 days a week. Call this easy-to-use system from a touch tone phone to request catalogs or up to four documents to be sent directly to your fax machine. Call 503-984-2490.

INTERACTIVE TELEPHONE SUPPORT

Technical Support by telephone is available through a variety of programs designed to meet the individual support needs of users of our products. Telephone support is available weekdays from 6:00am to 5:00pm Pacific Standard Time. Following is a summary of our telephone support plans:

If you have only an occasional need for technical assistance via telephone, our PriorityCare program gives you immediate access to our experts on a pay-as-you-go basis. You have two options with this program: Call our 800 number to charge the service fee to your credit card, or call our 900 number and the service fee will be charged to your regular phone bill.

Dial 800-491-2764 to charge the \$25.00 service fee to your Visa, MasterCard or American Express card. Please have your credit card handy when you call.

Dial 900-555-7700 to charge the \$2.00 per minute fee directly to your regular phone bill. The first minute of your call is free. This option is a good choice for those quick questions.

Our QuickStart support program is designed for users who need telephone assistance getting started with their new software. This program is also a great value if you think you may need to make more than one or two calls to technical support. QuickStart gives you 30 days of

unlimited telephone access to our technical experts for \$30 per person, per product family*.

PremiumCare Gold, our annual support plan, is a cost effective solution if you frequently call technical support. This plan offers a full year of unlimited calls to technical support for \$149.95 per person, per product family*.

Extended plans are also available to organizations in need of additional technical support services. We offer a variety of plans, ranging from toll-free priority telephone support to extended hours and weekend support. Please call customer service at 503-690-8090 for more information, or to order any one of our telephone support plans.

* Product Families

ANTI-VIRUS	Anti-Virus for DOS, Windows and OS/2
BACKUP	CP Backup for DOS, Windows and special manufacturer's bundles
MACINTOSH	MacTools, MacTools Power PC, Safe & Sound and Anti-Virus for Macintosh
PC TOOLS	PC Tools Pro (DOS), PC Tools for Windows, E-Disk, Speed Tools, and File Manager
XTREE	XTree Gold, XTree for Windows and XTree Gold for Windows

Please note that support is no longer available for Copy II products or for the Deluxe Option Board. These products have been discontinued. The most common support questions and answers for these products are available via the automated fax retrieval service. Order document 58000 for the Copy II document and 59000 for the Deluxe Option Board document.

----- FUTURE DEVELOPMENTS/UPGRADES -----

2.1 I heard that Symantec is going to drop the Central Point Products.

Central Point will remain a separate division of Symantec. The Support Policies will continue to be those of Central Point.

2.2 Is there a file upgrade available?

If file updates should become available, all file updates are in our software libraries available on our BBS, CompuServe and America Online forums.

----- TROUBLESHOOTING -----

3.1 How can I receive more information about Central Point Products?

Symantec and Central Point both offer several less known ways to gain

technical support. Our faxback service is one of them. It contains most of the more prevalent issues regarding Central Point Software. The faxback number is (800) 847-8766. Remember, You'll need a touch tone phone, and a fax machine.

3.2 More PC Tools Installation fails.

First refer to the README.TXT file on More PC Tools Disk #1 for system hardware considerations and application notes.

Normally if the installation fails, it indicates that there is a device driver/TSR conflict. System configurations vary, DOS version, Memory Manager, associated device drivers and TSRs can all effect the installation.

SOLUTION:

Boot clean (no CONFIG.SYS and/or AUTOEXEC.BAT) and retry the install. Load any device driver/TSR's that are REQUIRED for your system.

3.3 CPR locks up the system when saving image files.

Make backup copies of your CONFIG.SYS and AUTOEXEC.BAT files and create these test files. Let's try to determine if it's the system configuration (Memory manager, etc.). This is the minimum required to run Windows. Adjust these files to point to where the files are located on your system making sure to load any required device driver/TSRs.

CONFIG.SYS

```
DOS=HIGH
DEVICE=C:\DOS\HIMEM.SYS
FILES=40
BUFFERS=30
DEVICE=C:\CPRLOW.EXE
```

AUTOEXEC.BAT

```
PATH=C:\WINDOWS;C:\PCTOOLS
PROMPT=$P$G
SET PCTOOLS=    < point this to where you installed More PCTools
\CPR.EXE /LOAD < point this to where you installed More PCTools
REM Do not change the next four lines (*CPR*)
\CPR.EXE /ASK   < point this to where you installed More PCTools
IF ERRORLEVEL 2 TRSPWIN
IF ERRORLEVEL 2 WIN
REM End of CPR /ASK section (*CPR*)
```

Try CPR in both DOS and Windows.

If this configuration works, you'll need to determine which device driver/TSR is conflicting in the original CONFIG.SYS and/or AUTOEXEC.BAT file.

3.4 CPR locks up the system when saving image files in Windows.

Try tip 3.3 to verify it's not a device driver/TSR conflict. If you still

lock up in Windows make sure that CPR is identifying the video board properly in the Advanced Configuration. Next try a different Windows Video mode which will effect how the image is saved. The default is CPR driver, but try Windows Repaint and Windows Reprogram and see how that effects the operation. if you still have problems, refer to the CPR.TXT file located in the /SYSTEM sub-directory for compatibility issues on other information.

3.5 CPR interferes with my modem communications when saving an image file.

The CPR.TXT file tells you to disable CPR before running any modem communication software.

An alternative is to run SI.EXE to determine which software interrupts are intercepted, and set this as a Hooked Interrupt in the Advanced Configuration Options menu. This will vary from system to system depending on the communications software that your running and the software interrupts that it intercepts.

3.6 CrashGuard Pro setup changes are not saved.

Make sure that the following lines are included in the WIN.INI file. Either add it to the existing [cps] section or create this section if it does not exist.

```
[cps]
CPS3=[drive]:\[directory]\WNGUARD.INI
```

Make sure that CPS3= points to the directory where you installed More PCTools. This tells CrashGuard where to store the configuration changes made for CrashGuard. Without it, the changes are not saved.

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

STReport's Fargo Printout Offer
P.O. Box 6672
Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587, CPUREPT then, hit RETURN.

Fire up that high-speed modem and head for your favorite GENie Software Library! Effective October 10, 1994, you'll be able to participate in an open beta test, offering access to GENie Services at 9600 bps for as little as \$5.00 per hour.

As a result of an arrangement with Sprint, GENie will be offering 9600 bps access from almost 300 SprintNet locations. Best of all, this high-speed access will not be subject to high-priced surcharges. The normal \$2.00 per hour SprintNet surcharge will apply...even at 9600 bps! This open beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply type PHONES at any GENIE menu prompt (or use the "Move To Keyword" option in GENIE for Windows and type PHONES). Remember, this rate applies only to 9600 bps access via SprintNet. So be sure to choose the access number showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network" column.

From the "Fine Print" department, please note that the \$2.00 per hour surcharge for SprintNet access is applicable even during your initial four hours of monthly usage.

So, whether you're into downloading software, reading bulletin boards, or accessing databases, it's about to become cheaper to do it faster!

GENIE Information Services copyright 1995 by General Electric
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[illegible]

A 4x4 grid of 16 line drawings of various geometric shapes, including rectangles, triangles, and polygons, arranged in a pattern that suggests a sequence or transformation.

The Macintosh RoundTable

Managed by SyndiComm

An Official Forum of the International Computer Users Group

*** STReport available in MAC RT ***
ASCII TEXT
for ALL GENIE users!

MAC/APPLE SECTION (II)
=====

```
> ADOBE STREAMLINE 3.1 STR InfoFile  
      " " " " " " " " " " " " " " " " " " " " " " " " " " " " " "
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ADOBE STREAMLINE 3.1 FOR THE POWER MACINTOSH
=====

For Immediate Release

Adobe Systems Announces Adobe Streamline 3.1 For the Power Macintosh
Mountain View, Calif. (January 4, 1995) (NASDAQ:ADBE) Adobe Systems
Incorporated today announced Adobe Streamline version 3.1 software for the
Power Macintosh. The Adobe Streamline product is a widely acclaimed
software application that converts color and black & white bitmapped
images into Adobe PostScript language line art.

The package will now include application software for both the Apple Macintosh and Power Macintosh on floppy diskette, automatically installing the version appropriate for users and allowing users to take full advantage of their equipment now and in the future. Adobe Streamline 3.1 is expected to be available by the end of this month.

Adobe Streamline 3.1 for Power Macintosh takes advantage of the increased processor speed of the Power Macintosh, allowing users to convert files from pixels to vectors at three times the speed of a 68040 processor. Adobe Streamline gives me the ability to set preferences and customize how I want my tracing done, said Abigail Rudner, partner in On the Wave Visual Communications, a design firm based in Oakland, Calif., that specializes in interface design, 3D modeling and animation for print and multimedia. I have seen a huge improvement in productivity when using the Power Macintosh version of the product.

Adobe Streamline software is used by graphic artists, desktop publishers and technical illustrators for converting logos, photographs, sketches and non-technical illustrations into Adobe PostScript language line art. Streamline provides the ability to scan artwork directly into the program (using any scanner plug-in compatible with Adobe Photoshop software); to retouch images with an assortment of pixel-editing tools; to convert images using a variety of commonly used options or through custom settings; and to recolor and edit the resulting Adobe PostScript paths. Once converted, the artwork can be edited further with Adobe Illustrator software or incorporated directly into a page layout.

With the new version of Adobe Streamline, Adobe now offers a complete line of Power Macintosh graphics arts tools, said John Kunze, Adobe's vice president of graphics products. Power Macintosh users can now take full advantage of cross-application integration with Adobe Streamline, Adobe Illustrator, Adobe Photoshop and Adobe Dimensions via PostScript on the Clipboard and then similar interfaces.

Adobe Streamline for the Macintosh and now Power Macintosh provides

support for posterizing both color and grayscale images, and converting them into filled and stroked Adobe PostScript objects. Scanned color photos can automatically be posterized into vector-based art by specifying up to 256 different colors or 16 grayscale levels. Direct scanner control is provided through the Acquire interface, allowing any scanner with an Adobe Photoshop-compatible plug-in or that supports the TWAIN interface to be used for scanning images directly into the program. Retouching images prior to conversion is accomplished with Adobe Streamline software's image editing tools and commands.

These tools are modeled after similar features in the Adobe Photoshop program and include the marquee, lasso, magic wand, pencil, eraser and line tools, the eyedropper, Grow and Select Similar commands and Adjust Levels. After conversion, users can use sophisticated color controls and simplify images by deleting points and smoothing paths. For example, the Smooth command lets users adjust the bezier curves created during image conversion, while the Paint Style palette, modeled after the Adobe Illustrator 5.0 program, provides interactive, drag-and-drop editing of process and custom colors. Special commands allow searching by fill color, stroke color or stroke weight enabling easy selection and editing of the artwork.

System Requirements

System requirements for running the Adobe Streamline 3.1 program include a Macintosh II, Classic, Centris, SE/30, Quadra or any other Macintosh with a 68020 processor or higher, including Power Macintosh; 2 megabytes of application RAM on a 68000-based machine or a Power Macintosh; a hard disk; Apple System 6.0.7 or greater. For improved performance, Adobe recommends 4 megabytes of application RAM and a color monitor.

Price and Availability

Adobe Streamline 3.1, supporting both the Macintosh and the Power Macintosh, is expected to be available by the end of January from Adobe Authorized Resellers for a suggested retail price of \$199.

Registered users of version 3.0 may upgrade to version 3.1 for \$29. Registered users of Adobe Streamline 1.0 and 2.0 for the Macintosh may upgrade to the full retail package of Streamline 3.1 for \$69. The upgrade will include two floppy disks and Type On Call 4.0, a locked CD-ROM containing both the Macintosh and Windows versions of the Adobe Type Library. In addition to instant access to more than 2,000 typefaces available for purchase, Type On Call 4.0 includes the latest versions of ATM, 32 free fonts, Adobe Acrobat Reader, Adobe Type Reunion and KeyCap Access.

To upgrade, customers may call Adobe direct at 1-800-521-1976. Customers who purchased Adobe Streamline 3.0 for Macintosh on or after November 1, 1994, will receive a free upgrade with proof of purchase.

Adobe Systems Incorporated, founded in 1982, is headquartered in Mountain View, California. Adobe develops, markets and supports computer software products and technologies that enable users to create, display, print and communicate electronic documents. The company licenses its technology to major computer, printing, and publishing suppliers, and markets a line of application software and type products for authoring visually rich documents. Additionally, the company markets a line of powerful, but easy to use, products for home and small business users. Adobe has subsidiaries in Europe and the Pacific Rim serving a worldwide network of dealers and

distributors. Adobe recently completed a merger with Aldus Corporation and Adobe's 1993 revenue on a combined basis was approximately \$520 million.

Adobe, Adobe Illustrator, Adobe Photoshop, Adobe Streamline, Type On Call and PostScript are trademarks of Adobe Systems Incorporated or its subsidiaries and may be registered in certain jurisdictions. Apple, Macintosh, Power Macintosh, Macintosh Centris and Macintosh Quadra are registered trademarks, and Power Macintosh are trademarks of Apple Computer, Inc. Classic is a registered trademark licensed to Apple Computer.

For more information please contact:

Patricia J. Pane
415 962.2967 Fax 415 962.2659
ppane@mv.us.adobe.com

[illegible]SEGA - CDRom GAMES Listing
=====

Compiled by Joel Hilke - 74271,1016

This is a list of Sega/CD games released as of January 10, 1995. Most of this list is from memory (!!) and I'm sure I've missed a few games. If you know of something I've left out, please let me know.

I plan on including a list of ratings for the games as soon as I can work out the time to do so. And I plan on keeping this up to date - but as the poet once said, "The best laid schemes o' mice and men gang aft a-glay."

AD&D: Eye of the Beholder	RPG	FCI
Adventures of Willy Beamish	Adventure	Dynamix
Afterburner 3	Flight	Sega
AH-3 Thunderstrike	Simulation	JVC
Android Assault	Shooter	Big Fun Games
Animals, The	Educational	Software Toolworks
Batman Returns	Action/Driving	Sega
Bill Walsh College Football	Sports/Football	Electronic Arts
Black Hole Assault	Arena	Bignet
Bram Stoker's Dracula	Action	Sony Imagesoft
Brutal: Paws of Fury	Arena	Gametek
Cadillacs and Dinosaurs	Driving	Rocket Science
Championship Soccer '94	Sports/Soccer	Sony Imagesoft
Chuck Rock	Action	Sony Imagesoft
Chuck Rock 2: Son of Chuck	Action	Virgin
Cliffhanger	Beat 'em Up	Sony Imagesoft
Cobra Command	Shooting	Sega
Compton's Encyclopedia	Educational	Comptons New Media
Corpse Killer	Shooting	Digital Pictures

Crime Patrol	Shooting	American Laser Games
Dark Wizard	Strategy	Sega
Double Switch	Cinematic	Sega
Dracula Unleashed	Adventure	Sega
Dragon's Lair	Cinematic	Readysoft
Dune	Adventure	Virgin
Dungeon Master II: Skull Keep	RPG	JVC
Ecco the Dolphin	Adventure	Sega
Ecco: The Tides of Time	Adventure	Sega
ESPN Baseball Tonight	Sports/Baseball	Sony Imagesoft
ESPN National Hockey Night	Sports/Hockey	Sony Imagesoft
ESPN Sunday Night NFL	Sports/Football	Sony Imagesoft
FIFA International Soccer	Sports/Soccer	Electronic Arts
Final Fight CD	Beat 'em Up	Capcom
Flashback	Action	Sega
Formula 1 World Championship	Driving	Sega
Ground Zero, Texas	Shooting	Sega
Heart of the Alien	Action	Virgin
Heimdall	RPG	JVC
Hook	Action	Sony Imagesoft
Iron Helix	Adventure	Spectrum Holobyte
Jaguar XJ220	Driving	JVC
Jeopardy	Puzzle	Sony Imagesoft
Joe Montana NFL Football	Sports/Football	Sega
Jurassic Park	Adventure	Sega
Kids on Site	Creativity	Digital Pictures
Lethal Enforcers	Shooting	Konami
Lethal Enforcers 2: Gunfighters	Shooting	Konami
Links	Sports/Golf	Virgin
Loadstar	Shooting	Rocket Science
Lunar: The Silver Star	RPG	Working Designs
Mad Dog McCree	Shooting	American Laser Games
Mad Dog 2: The Lost Gold	Shooting	American Laser Games
Make my Video: C&C	Creativity	Sony Imagesoft
Make my Video: INXS	Creativity	Sony Imagesoft
Make my Video: Kris Kross	Creativity	Sony Imagesoft
Make my Video: Marky Mark	Creativity	Sony Imagesoft
Mansion of Hidden Souls	Adventure	Vic Tokai
Mary Shelly's Frankenstein	Adventure	Sony Imagesoft
Masked Rider: Kamen Rider Zo	Cinematic	Sega
MegaRace	Driving	Software Toolworks
Mickey Mania	Action	Sony Imagesoft
Microcosm	Shooter	Psygnosis
Mighty Morphin' Power Rangers	Cinematic	Sega
Mortal Kombat	Arena	Arena
My Paint	Creativity	Saddleback Graphics
NBA Jam	Sports/B'ball	Acclaim
NFL's Greatest: S.F. vs. Dallas	Sports/Football	Sega
NHL '94	Sports/Hockey	Electronic Arts
Night Trap	Cinematic	Sega
Pitfall: The Mayan Adventure	Action	Activision
Powermonger	Strategy	Electronic Arts
Prime	Beat 'em Up	Sony Imagesoft
Prince of Persia	Action	Sega
Prize Fighter	Sports/Boxing	Sega
Puggsy	Action	Psygnosis
Racing Aces	Simulation	Sega
Revenge of the Ninja	Cinematic	Renovation
Revenagers of Vengeance	Arena	Extreme
Rise of the Dragon	Adventure	Dynamix

Road Avengers	Cinematic	Renovation
Robo Aleste	Shooter	Tengen
Secret of Monkey Island	Adventure	JVC
Sewer Shark	Cinematic	Sony Imagesoft
Shadow of the Beast 2	Action	Psygnosis
Sherlock Holmes Volume I	Adventure	Sega
Sherlock Holmes Volume II	Adventure	Sega
Silpheed	Shooter	Game Arts
Slam City with Scottie Pippin	Sports/B'ball	Digital Pictures
Snatcher	Adventure	Konami
Sonic CD	Action	Sega
Soulstar	Flight	Core
Space Ace	Cinematic	Readysoft
Spiderman vs. the Kingpin	Action	Sega
Star Wars Chess	Chess	Software Toolworks
Star Wars: Rebel Assault	Shooting	JVC
Starblade	Shooting	Namco
Stellar Fire	Driving	Dynamix
Supreme Warrior	Arena	Digital Pictures
Terminator	Action	Virgin
Third World War	Strategy	Extreme
Three Ninjas Kick Back	Beat 'em Up	Sony Imagesoft
Time Gal	Cinematic	Renovation
Tomcat Alley	Shooting	Sega
Trivial Pursuit	Puzzle	Parker Brothers
Vay	RPG	Working Designs
Who Shot Johnny Rock	Shooting	American Laser Games
Wing Commander	Simulation	Electronic Arts
Wolfchild	Action	JVC
Wonder Dog	Action	JVC
World Cup USA '94	Sports/Soccer	US Gold
WWF Rage in the Cage	Sports/Wrestle	Acclaim

For the record I define the main genres in this way:

Action - pretty much any sort of action or platform game where a character runs from left to right, jumping, shooting or whatever.

Example: Sonic CD, Chuck Rock, and Wonder Dog

Adventure - A game in which you lead a single character, solving puzzles. Usually does not include combat.

Examples: Rise of the Dragon, Snatcher, and Jurassic Park

Arena - A fighting game in which the soul purpose is to beat the stuffing out of another character. Focus is on moves.

Examples: Mortal Kombat and Brutal: Paws of Fury

Beat 'em Up - A fighting game in which the soul purpose is beating the stuffing out of a lot of bad guys at once.

Examples: Final Fight CD and Cliffhanger

Cinematic - A game that uses Full Motion Video in such a way that you must react to the video sequences displayed. Decision making.

Examples: Night Trap, Road Avengers, and Dragon's Lair

Creativity - A game based on creating or being creative.

Examples: My Paint, Make my Video

Driving - A game in which you drive a vehicle of some sort.

Examples: Jaguar XJ220 and Stellar Fire

Educational - Learning stuff

Examples: Compton's Encyclopedia and The Animals

Flight - A game in which you fly a vehicle (usually from behind) and shoot at things. The difference between this and a shooter is that this sort of games puts you IN the craft. The difference between this and a simulation is that this type of game usually doesn't have a "real" world to fly in.

Examples: Afterburner and SoulStar

Puzzle - A game in which you solve puzzles of various types.

Example: Jeopardy and Trivial Pursuit

RPG - A game in which you control a single or group of characters around, primarily fighting creatures, controlling inventory, and solving puzzles - usually very little of the later.

Examples: Lunar, Eye of the Beholder, and Heimdall

Shooter - A game in which you fly a craft or thing up the screen or across the screen, shooting at things that (hopefully) are shooting back.

Examples: Android Assault and Robo Aleste

Shooting - A game in which you are the crosshairs. You shoot at things coming toward you either with the control pad or a light-gun.

Examples: Lethal Enforcers, Tomcat Alley, & Ground Zero, Texas

Simulation - Problematic category. But I've defined it as a game that places a vehicle into a 3D world and lets you have free run.

Example: Wing Commander

Sports - Pretty simple - I've broken it up into the various sports.

Examples: NHL '94 and FIFA Soccer

Strategy - A game where you manage or control something in effort to attain some sort of goal. Wargames and such included.

Examples: Powermonger and Dark Wizard

IMPORTANT NOTICE!

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ATARI/JAG SECTION (III)

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Dana Jacobson, Editor

> From the Atari Editor's Desk

"Saying it like it is!"

""""""""""

Last week, the flood waters let loose on the onlines with regard to the decision by Unisys to enforce its patent on the LZW compression routine and start licensing developers who incorporated it into their software and hardware. These "waters" caused about as much discourse as the real ones in California these past few days, if you'll pardon the analogy.

At first glance, it appeared that there was some sort of online conspiracy between CompuServe and Unisys, since CompuServe was the first to be affected. However, after a few days of messages had passed, it appears that CompuServe is just as much a "victim" as the rest of those entities who use the GIF format, for example.

It appears that Unisys is the "bad guy" in all of this, but in STRreport editor's eyes, not totally so. Afterall, Unisys has the right to enforce one of their patents. One can not blame them for wanting to make a profit from their work. However, myself and the other STR editors agree the fault is with with Unisys' timing of all this.

The GIF format has been a graphics standard for a number of years. There has never been an outcry by anyone, to the best of my knowledge, that claimed anyone using this format was infringing on a patent. GIF has been freely and widely distributed, by many developers, in various uses. Why, after seven or so years, is Unisys "suddenly" crying "FOUL"!! I could understand if Unisys was doubling efforts to enforce a patent that they've been enforcing all along, but this is simply not the case.

I realize that the company is attempting to do all of this in a manner that's equitable, but I'm not sure if that can be accomplished. I do see many developers either removing LZW formats from their programs; or maintaining them and likely to increase software costs and pass this increase on to their customers. What it will likely boil down to is the creation of a new graphics standard, perhaps a 24-bit GIF95 format, which will be beneficial in many ways.

If there is any good news to come out of all of this, these licensing fees and royalties, etc. will not affect freeware software. It will also not affect products generated by programs using the LZW format. On a personal note, this certainly alleviates a number of fears that I had as a bulletin board operator. Some of the things that I'll likely have to remove will be shareware programs, as these are "for profit". Examples of such programs would be GemView, Speed of Light, PhotoChrome, and others.

Who knows where all of this will eventually lead. I'm sure that there's more info available elsewhere in this week's issue; and as more is learned in the future, we'll pass it along to you.

Well, I've probably gone on about this more than I had planned, but when I get rolling...

Joe Miranda is back in "review mode" this week with his long-awaited piece on Gribnif Software's "Geneva". The Winter CES has been the main focus in the market recently, so computing news from an Atari standpoint has been quiet. Let's get to it!

Until next time...

Delphi's Atari Advantage!
TOP TEN DOWNLOADS (1/11/95)

- | | |
|----------------------------------|-----------------------------------|
| (1) MAXVIEWR IMAGE VIEWER | *(6) TEXTBOOK 1.01 |
| * (2) CD-ROM LIST | *(7) ESS-CODE 6.3 |
| (3) CRACK ART V. 1.36 | *(8) STENO V.2.00 TO 2.10 UPGRADE |
| (4) STALKER 3.02 TO 3.03 UPGRADE | *(9) MASTERBROWSE 4.9 DEMO |
| * (5) ICD ADSCSI ST SOFTWARE | *(10) DATA'S FIRST CHRISTMAS |

* = New on list
HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

STREPORT (Current issue: STREPORT 11.01) [Weekly]

ATARI EXPLORER ONLINE (Current issue: AEO: VOLUME 3, ISSUE 14)
Look for the above files in the RECENT ARRIVALS database.

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> Geneva! STR Review!
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Geneva

Review by Joe Mirando

Back in the days of the Atari ST's childhood, there was another kid on the block that used Motorola's 68000 microprocessor: the Commodore Amiga.

While the processors were the same, that was about where the similarity ended. While the ST had a much more solid, stable operating system and a faster operating speed, the Amiga had the ability to run more than one program at a time. This ability was termed multi-tasking. In the eyes of many, this single feature made the Amiga a more desirable machine. It didn't seem to matter that multi-tasking made the Amiga much slower than it could have been, or that system crashes and lockups could happen at an alarming rate. Folks still "ooh"ed and "aah"ed at the ability to format a floppy disk while using a word processing

program.

Practical multi-tasking for DOS and Macintosh users was still off on the horizon, awaiting the next generation of Intel processor (for DOS machines) and the next revision of their operating system (both DOS and Macintosh) when the Amiga made its splash, so many users opted for the slower, less intuitive, more belligerent Amiga.

While DOS and Macintosh users finally got their multi-tasking systems with the advent of more capable Intel chips and re-worked operating systems, the tried and true Atari ST sat quietly in the background, awaiting this wondrous ability.

Atari introduced, along with the FALCON030, its own multi-tasking system: MultiTOS. Based on Mint (Mint Is Not TOS), Although MultiTos slowed down even the most basic operations and was not compatible with programs that automatically acquired all available memory, it did provide the long awaited ability to multi-task programs. The key, said Atari, is "Memory Protection", which is not available using Motorola processors below the 68030. That left most ST users out in the cold... or so we thought.

Dan Wilga of Gribnif Software (the NeoDesk folks) realized that memory protection was only effective after the fact. In other words, all that memory protection could do for you was to tell you that one program had grabbed memory that was being used by another program.

With that, Dan set out to create a superior multi-tasking environment for the Atari ST, STe, TT, and Falcon. Code-named MAGIC, the program grew from being able to load and un-load desk accessories to taking complete control of the Atari's AES (Application Environment Services). This not only provided for loading and un-loading of Accessories, but also for running as many programs simultaneously as memory would allow.

After the Beta testing phase of development, MAGIC was renamed Geneva. The name was chosen because Geneva is thought of as a place where separate entities can meet, in peace, to work out differences.

Let's take a look at what Geneva offers. Although it is not our intention to show every facet of Geneva's operation, it will give you a good idea of Geneva's abilities.

When Geneva is installed, the first thing that a user will notice is a "blank" desktop. There are no icons for drives or for the trash can, and the only options on the menu bar are "Geneva", "File", and "Options". The available options under these titles is just as spartan.

Beneath the "Geneva" title is where you will find any installed Desk Accessories, just as in the ST's native desktop. But between the obligatory "About Geneva..." option (this displays information about Geneva, the serial number, and registered user's name) and the names of the installed desk accessories is a new listing. This is where any programs installed in memory are listed. There is a checkmark next to whichever program is topmost, and any inactive programs are listed here in italics.

The "File" menu consists of only two items; "Open" and "Quit Geneva". While this may seem inadequate when compared to the native desktop's slew of options, selecting "Open" provides access to Geneva's

own item selector which provides all of the options of the native desktop's "File" menu and provides many others.

Upon selecting "Open", you are presented with the Geneva File Selector. The first difference one will notice is that there are two "windows" within the selector (if the file selector is so configured). The left-most window is a listing of available folders, or sub-directories, on the selected drive. To its right is a list of files within the current directory/sub-directory. Sound confusing? Well, its actually more effective than the ST's normal way of showing folders and files in the same window. To the left of the "Folders" window is a vertical bar that lists all available drives. Clicking on a drive letter switches to that drive.

At the top of the Item Selector is a box labeled "Path". Geneva allows you to save up to ten pre-selected paths and call them from within the File Selector by using the function keys. If you find yourself going to only a few paths when running programs or manipulating files, this can be quite useful.

Next to the "Paths" box, is the file mask. Anyone who has used Atari's File Selector, Little Green Football's Little Green File Selector, or A & D's Universal Item Selector is familiar with search masks. The mask is composed of a Drive letter, any sub-directories, and, using wildcards, the file name. Gribnif added a twist however, by allowing multiple masks. In this manner, you can list files with several different extensions. For instance, you could show all files in the root directory of drive C that end in either PRG, TOS, TTP, or ACC by modifying the mask to read: C:*.{PRG,TOS,TTP,ACC}. You could also modify it to show all DEGAS picture files for all resolutions in a sub-directory of drive G called PIX by modifying the mask to read: G:\PIX*.P[IC][1-3]. This tells the Item Selector to show all files whose extension begins with P, has either I or C as the second letter, and has a 1, 2, or 3 at the end. This is quite a powerful option to have at your disposal when searching for files with different names or extensions.

Below the "Path" and Search Mask are several selectable options which are as follows: "1/2 Col", which allows you to change between the Geneva "two window" display and the more familiar "one window" standard. Next is "Update" which tells the computer to look at the disk directory again in case of a "media change". Then come the "Sort" options, Name, Size, Date, Type, and None. The last sort option is available only in one column mode.

Next in line is the "Tools" option which allows you to view information about the current drive, folder, or file, find a file on the current drive by using a search mask, copy, move, or delete a file or folder, create a folder, and check free space on the current drive.

After "Tools" comes "Ext", which allows you to pick one or more definable extensions to include in the search mask.

Below the "Folders" column of the Item Selector you can find, at a glance, the number of files in the current directory and the number of bytes used.

In addition to these features and the usual "OK" and "Cancel" buttons, is a "Help" button that calls Geneva's Help Viewer. This is a Hyper-Text type of file reader that allows you to search for information

on all facets of using Geneva. Words and phrases related to the current topic for which there is also help available are underlined. The user can "jump" to these topics by double-clicking on the underlined word or phrase. There is also a "Find" option and an index to aid in the search. The user also has the ability to set the font (if GDOS is in use) and its size. The Help Viewer also has the ability to display other help files, which can be composed using a utility included on the Geneva disk. The Help Viewer can also be called by pressing the keyboard Help key.

The other "File" option, "Quit Geneva", should only be used as a last resort since, because of the way Geneva loads into the computer, it will cause the computer to lock up in most cases.

The "Options" menu, like the "File" menu, contains only two options; "ASCII Table" and "Help". "ASCII Table" contains a list of all available ASCII characters which can be entered into an application simply by mouse-clicking on them. The "Help" option is yet another way of calling the Help Viewer.

Before we get to the actual loading and un-loading of programs and accessories, there is one more "goodie" we should look at: Geneva's Task Manager Accessory.

TASKMAN.ACC can be loaded as any other accessory is: by putting it and its resource file in the root directory of the computer's boot drive. This is the preferable method of installation because, as we shall see, TASKMAN has the ability to control many of Geneva's options for making programs "behave".

Opening the Task Manager shows a list of all programs and desk accessories currently in memory. Accessories are differentiated from programs by a small circle that appears to the left of the accessory name. Programs and Accessories can be accessed from the Task Manager just as they can be from the Desktop menu. Above the list of memory-resident files are two menu options: "File" and "Options".

"File" allows you to open (load and run) a program or accessory just as from Geneva's Menu Bar, set "flags" for programs, put a program or accessory "to sleep", terminate either type of executable, or quit (close) the Task Manager. We'll look at some of the "Flag" options in a moment, but let's look at the "Options" menu first.

The "Options" menu lets you assign your own keyboard equivalents for manipulating windows (like growing/shrinking windows, scrolling, switching programs, and putting applications to sleep), setting border widths for window scroll and title bars, text effects (3-D buttons, text size, etc.), whether to use "drop-down" or "pull-down" menus, tear-away menus (You can display a menu inside of a window for easier access), whether or not alert boxes will appear in the center of the screen or wherever the mouse is, and whether or not to alert you when a "single-tasking" program is run (this reminds you that any other programs in memory will go to sleep and wait until the single-tasking program is finished).

The "Options" menu also allows you to set the video mode (options are limited to resolutions that your monitor is capable of). You can also use this menu to save or re-load Geneva's settings.

Okay, as promised, let's get back to the Task Manager's "File"

menu. Aside from the "Open" and "Quit" options (which are self-explanatory), there are also the "Asleep" and "Terminate" options which will either make a program or accessory inactive while remaining in memory, or end the program and remove it from memory. These also are self-explanatory.

With the "Flags" option you can not only set general defaults for Geneva, but also for any program that doesn't happen to like any of Geneva's special abilities.

Upon opening the "Flags" menu, you are presented with a list of options. First is the ability to edit flags for either Geneva itself (default) or another program. If the program you are editing flags for is not already listed, you can enter the full name of the program. If the program is already listed (Geneva comes with a large assortment of flags for popular programs) and you wish to change any of the flags for some reason, you can simply toggle the option on or off (most of the flags provide only two choices: On or Off).

"Multitask" allows you to set a program to Multitask or to put all other programs to sleep when it is running. "Limit window handles", when enabled, will allow only seven windows to be open at a time. This is because some older programs will only recognize windows numbered from one to seven. If a program exhibits problems with accessing windows, this option should be enabled.

"Limit memory to _____ Kb" allows you to limit the amount of memory that a program can "grab" when it is run. Some programs, such as the original "Flash!" terminal program, expect to be the only program in memory and try to take all of the available memory for their own use. Using a combination of this option and "Multitask" almost any program can be run under Geneva.

"Clear allocated memory" will clear any memory that a program has requested from the system by the program after it was run. Some programs take for granted that this will automatically be done, since multitasking was not envisioned for the ST until recently.

"Windows off left edge" is an interesting option. It allows windows to be "pulled" or "pushed" off of the left edge of the screen. You have always been able to move windows off the right side and bottom of the screen, but the ST wouldn't allow you to move a window past the top or left edge of the screen. Most of us now take that for granted, but with a multitasking environment, the desktop can get crowded fast. It's nice to be able to have an extra side to move windows past.

"Maximize window areas" will give you the most area possible by not showing unused window "gadgets".

"Redraw upon exiting" will ensure that all open windows will be redrawn when you exit from a program. This is necessary because many programs simply assume that when they quit, the desktop will take over and redraw the screen. That's all well and good until you want to multitask. Some programs will leave all kinds of artifacts in open windows simply because the screen was not redrawn when it exited.

"Special object types", allows you to turn Geneva's special window gadgets off with programs that don't react properly with them or supply their own special gadgets.

"Rounded buttons" lets you tell Geneva not to use its special rounded buttons with programs that just don't look right with them (hey, esthetics count too <smile>).

"Automatic keyboard equivs" tells Geneva whether or not to draw lines under certain letters in option buttons inside of dialog boxes. When a program passes a dialog to Geneva, it will allow keyboard combinations for exit options. These equivalents are normally accessed by holding the Alternate key and pressing the first letter or number in the option you wish to use. To make this easier, Geneva normally underlines the appropriate letter or number for each option. Some dialogs look strange when allowing these lines, so Geneva gives you the option to disable it.

"Undraw auto keyboard equivs", when selected, tells Geneva to undraw the aforementioned lines when a program regains control after Geneva displays the dialog box. Having this option set to "off" is faster, but can sometimes make a dialog box button look as though it has more than one keyboard equivalent.

"Keep menu bar/desktop" tells Geneva whether or not to take control of the desktop when an active program turns off the menu bar. Some programs do this at various times. Since Geneva normally takes this to mean that it can look for another program to "top", the program that turned off its menu bar gets sent to the back. This can be annoying at the very least.

"AES 4.0 extended messages" tells Geneva whether or not to allow a program to receive any of the messages Atari added to version 4.0 of the AES (Application Environment Services). Some programs use the new message numbers for completely different things, or act unpredictably when one is received.

Also available in the "Flags" menu are a help button, which brings up Geneva's help viewer, a "New" button, which you use to set flags for a program not already included, the usual "Ok" and "Cancel" buttons, and a "Keys..." button. The "Keys..." button allows you to set to do things such as call a program (as long as it is in memory already), Set reserved keys. These are keys that the program uses for its own functions. When you press a reserved key, Geneva does not react to it, but sends it through to the program.

With all of the options mentioned above, it's no wonder that Geneva is much more compatible with early programs than Atari's MultiTos is. The truly amazing part is that Geneva is also much faster than MultiTos. Under normal circumstances, Geneva takes up less than five percent of the computer's processor speed. While this slight slowdown is usually not noticeable, it can show itself in processor-intense applications.

Geneva also breaks the "six desk accessory limit". Using Geneva, you can load as many accessories as memory will allow. Accessories can also be loaded and un-loaded at any time... not just at boot-up. By telling Geneva that "ACX" is a valid extension, you can go straight to your list of inactive accessories and run one from the desktop. While there are some accessories that don't like loading at any time other than boot-up, I have found that most behave well when loaded from the desktop.

As a slight divergence from the subject, anyone with Geneva and/or NeoDesk4 should seriously consider getting a copy of Al Fasoldt's

"Secrets of Geneva" and/or "Secrets of NeoDesk 4". Al has painstakingly explained the workings of these programs and has included many useful hints and tips to make using them even easier. Both files can be found on most online services and BBS's that support Atari computers or local Users Groups. The files may be freely distributed providing they remain intact.

As stated earlier, Geneva provides no desktop icons or windows of its own. Although Geneva makes these things unnecessary for most operations, it can be used in conjunction with NeoDesk 3.04 and higher to provide all of the functions that Atari ST/Ste/TT/Falcon users have come to expect. The combination of the two provides a powerful, manageable, easy to use environment without taking up inordinate portions of time and memory.

Geneva rates as one of the most helpful and usable programs in the Atari world, and is well worth consideration.

JAGUAR SECTION

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Atari WCES Announcements!

Reviews:

Iron Soldier and Kasumi Ninja!

Iron Soldier Hidden Tips! And More!

> From the Editor's Controller - Playin' it like it is!

""""""""""

Well, the WCES is over. Atari was there in all of its Jaguar glory, by all accounts that I've seen. However, I'm not sure that there was a whole lot of new information available to portray this show as a terrific plus for Atari and the Jaguar.

Sure, there were plenty of announcements early on during the show (see below), but not a real lot of things we weren't already aware. I still see Atari's Sam Tramiel making available game predictions, after the dismal ones he made prior to the holidays! I wish that he wouldn't continue to do that!

Release of the CD-player is still up in the air after promises of last October, November, late-December, and early January. The latest date being bantered about is sometime during the second quarter. I understand why there is a delay - Atari is waiting to have some games released for the hardware before coming out with it. But please, make a definitive statement and stick with it!. These projections are killing everybody!

With over 200 developers signed, you would think that there would be more than 17 games available for the Jaguar right now. Are there that many developers taking a "wait and see" attitude? No one can

afford to wait too long - the patience is wearing thin for many. In Thursday's USA Today, a brief note regarding Atari's presence at the WCES was deafening: "Atari's 32-bit [yes, it misstated this!] Jaguar cartridge system has good games coming, but it may be too little, too late. The price dropped \$50 to \$199; a CD add-on is due soon." In another blurb elsewhere on the page was the following: "Atari. The top title is the arcade hit Primal Rage (Time-Warner, November); it's also due this fall for other systems."

It's been stated before, and will be many times again - Atari has to get quality games out, in numbers, soon. The faithful are losing faith with each new delay while watching as new systems are beginning to get a foothold. Atari also needs to evaluate its regional penetration and spread out more, with more product. I've also noticed that television advertising has ceased since the holidays, or been reduced drastically. I can't recall seeing a television ad in the past few weeks, while before the holidays it was amazing to see so many of them!

There are no more excuses in the foreseeable future. The holidays are over. The Winter CES is over. It's time to get back on track and do all that is humanly possible to get Jaguars out in numbers. It's time to get the games finished and out. Other hardware? The CD-player and voice modem are being anxiously awaited by the potential users.

Enough about this for the present.

In this week's issue, we've included the numerous announcements made by Atari at the Winter CES. The new game titles are interesting, but most of the news is just a re-hash of things we've heard before. Still, the news is interesting to read.

Tom Sherwin has been stocking up on "No-Doz"(tm) the past few weeks, it appears! Tom has two reviews for us this week - Iron Soldier and Kasumi Ninja. We expect at least a couple of more reviews for next week, from Marty Mankins and Joe Mirando. I may have also finally found some free time to get a couple of reviews in also!

So let's get to the rest of the issue and see what's happening with our favorite game system.

Until next time...

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> Jaguar Catalog STR InfoFile - What's currently available, what's  
   " " " " " " " " " " " " " " coming out.
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Current Available Titles ~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$49.99	Atari Corp.
J9005	Raiden	\$49.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/ Crescent Galaxy	\$49.99	Atari Corp.
J9010	Tempest 2000	\$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	\$69.95	Telegames

J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$59.99	Atari Corp.
J9003	Club Drive	\$59.99	Atari Corp.
J9007	Checkered Flag	\$69.99	Atari Corp.
J9012	Kasumi Ninja	\$69.99	Atari Corp.
J9042	Zool 2	\$59.99	Atari Corp
	Bubsy	\$49.99	Atari Corp
	Iron Soldier	\$59.99	Atari Corp
	Val D'Isere Skiing	\$59.99	Atari Corp.

Available Soon ~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	CatBox	\$69.95	ICD
	Cannon Fodder	TBD	Virgin
	Hover Strike	\$59.99	Atari

Hardware and Peripherals ~~~~~

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$249.99	Atari Corp.
J8904	Composite Cable	\$19.95	
J8901	Controller/Joypad	\$24.95	Atari Corp.
J8905	S-Video Cable	\$19.95	
	Jaguar CD-ROM	\$149.99	Atari Corp.

> Industry News STR Game Console NewsFile - The Latest Gaming News!
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-/- EA Acquires Game Developer -/-

Home software publisher Electronic Arts says it has reached a definitive agreement to acquire Bullfrog Productions Ltd., an interactive game developer based in Surrey, England.

Bullfrog, which will become a wholly owned subsidiary of Electronic Arts, has a seven- year history with the San Mateo, California-based company as a partner in designing and developing interactive game software. The deal's financial terms weren't disclosed.

Bullfrog is best known for its strategy and simulation games, such as Populous and Powermonger. The firm was founded in 1987 by Peter Molyneux and Les Edgar. Today, the 45-person company is a leading PC CD-ROM software developer.

"Bullfrog is the best independent development organization in Europe, with the kind of top creative talent and seasoned management team that are essential for our continued expansion in the global entertainment market," says Larry Probst, chairman and CEO of Electronic Arts. "Acquiring an outstanding interactive game developer like Bullfrog further enhances our strategy to grow our market share in CD-ROM titles for PCs and 32-bit game machines."

-/- CD Software Sales Soar -/-

The Software Publishers Association reports that CD software sales soared in 1994's third quarter.

For the quarter, total sales of reporting companies were \$150.6 million, a 229 percent increase over the \$45.7 reported for the same period in 1993. For the first three quarters of 1994, total sales were \$387.2 million, a 282 percent increase from \$101.2 in the first three quarters of 1993. Unit sales in 1994's third quarter were 5.88 million, a 253 percent increase, while unit sales for the first three quarters were 15.6 million, up 292 percent.

For the first time in the seven quarters the SPA has been tracking CD software sales, content software, such as databases and encyclopedias, was not the largest selling category. Games and other home products was the largest segment, with sales of \$35.9 million (up 201 percent). Content software was next largest, with sales of \$30.4 million for the quarter (up 64 percent). Content software was the largest category for the first three quarters, however, with sales of \$104.7 million (up 120 percent), compared with \$80.4 million (up 261 percent) for games and other home software.

"This quarter's growth of 253 percent is somewhat lower than the growth rates seen in the first two quarters of 1994," says David Tremblay, SPA Research Director. "However, it is still well above the 11 percent growth recorded for the software industry overall. The CD segment remains a dynamic and fast growing segment of the industry, and the appeal of distributing and buying software on CD is broadening."

The SPA is headquartered in Washington.

-/- Springer Spaniel Software Forms! -/-

January 5, 1994

FOR IMMEDIATE RELEASE

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Visionix (USA) and Mr. Andrew Whittaker (UK) have announced the immediate creation of a new joint-venture company, Springer Spaniel Software (SpringerSoft). SpringerSoft has already started the design and development of a revolutionary new video game, under the project-name "Artemis, which will be released for IBM and compatible PC systems in the first quarter of 1996. Versions of the game for the Atari Jaguar, Sony PlayStation, Sega Saturn, and other high-performance, CD-ROM systems are tentatively planned for second and third quarters of 1996.

Andrew Whittaker will be leading the development of the new game. Mr. Whittaker is a UK based game developer with over 15 years of experience. Recently released games developed by Mr. Whittaker include the smash-hit "Alien Vs. Predator" for the Atari Jaguar, a game which has been rated as "Most wanted of the 1994 holiday sales season" by both US and UK video game publications. Mr. Whittaker's other recent releases include "Dark Seed" and "Ashes of Empire".

Visionix is a US based software development house that specializes in video game, multimedia, graphics imaging, and operating system design and development. Visionix employees previously worked on the best-selling "Scott Adams Graphics Adventure" series for Adventure International/Scott Adams, Inc.

Carol Street, the Vice-President of Production at Springer Spaniel, commented that "SpringerSoft has been formed to take advantage of the skills of both UK and US based graphics, sound, design, and development specialties. Our games will be distributed worldwide, including the domestic, European, Asian, Australian and South African markets."

SpringerSoft will have offices in Orlando, FL, USA; the United Kingdom; and New York, NY, USA.

For further information, please contact Jon R. Taylor at (407)-648-0364 (USA) or via email to [jtaylor@magicnet.net](mailto:jtaylor@magicnet.net)

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Springer Spaniel Software -- 1240 Golfview Street --  
Orlando, FL USA 32804 -- email: [artemis@magicnet.net](mailto:artemis@magicnet.net)

-/- Atari Winter CES Announcements! -/-

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For Immediate Release

COMING ATTRACTIONS FOR THE ATARI JAGUAR

SUNNYVALE, CALIF. - Jan. 6, 1995 -- Batman Forever, Thea Realm Fighters and Primal Rage top the list of coming attractions for the 64-bit Atari Jaguar Interactive Multimedia system in 1995. "The focus at Atari for 1995 is great software and lots of it," said Sam Tramiel, CEO of Atari Corporation. "We are working with over 200 developers to bring a wide variety of new games to the 64-bit Atari Jaguar in 1995. The powerful Jaguar technology can handle popular arcade games like Primal Rage or provide the speed and graphics necessary for brand new games like Batman Forever and Thea Realm Fighters."

Batman Forever, based on the much-anticipated Warner Bros. movie scheduled for release this summer, pits the caped crusader and his sidekick Robin against Gotham City villains Two-Face and the Riddler. The Atari Jaguar Batman Forever game will incorporate the movie's characters and feature the films newly-designed costumes and high-tech equipment.

Market research demonstrates that over 90% of the U.S. population is familiar with the Batman character, so there will be wide appeal for the game. Batman Forever is scheduled for delivery to stores late in the 3rd quarter.

Thea Realm Fighters combines the latest digital motion capture technology and nationally known martial arts fighters, including several used for both Mortal Kombat games, to create a super-realistic fighting game. Among the well-known martial artists used for the game are:

- Ho Sung Pak, who played Liu Kang in Mortal Kombat I & II, is a member of the Black Belt Hall of Fame and winner of the Grand Slam of Martial Arts in 1991, and served as technical advisor for choreography.
- Phillip Ahn, MD, is a 4th degree black belt in Tae Kwon Do. Dr. Ahn played Shang Tsung in Mortal Kombat II.
- Katalin Zamiar played Kitana, Mileena and Jade in Mortal Kombat II. Katalin is a black belt in Okinawan style Karate.
- Daniel Pesina, who played Johnny Cage and the ninjas in Mortal Kombat I & II, is a nationally ranked martial artist in forms and weapons.

There are a total of 25-plus characters to compete against in Thea Realm Fighters, including twelve main characters and twelve other special characters. The characters can compete in four different modes and with more than 30 different backgrounds, creating a wide variety of combat situations and scenarios. The release of Thea Realm Fighters is planned for the 3rd quarter.

Primal Rage pits seven different prehistoric creatures -- each with its own unique fighting style -- against each other in a battle for world domination. This one or two player game was a huge hit in the video arcade market last year. Time Warner Interactive plans to ship a compact disc version of Primal Rage in the 4th quarter.

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For Immediate Release

#### SPORTS TITLES COMING FROM ATARI CORPORATION

SUNNYVALE, CALIF. - Jan. 6, 1995 -- Baseball for 1995 may be uncertain and the National Hockey League still is not playing, but there will be sports galore on the 64-bit Atari Jaguar this spring and summer. Atari Corporation today announced that a number of new sports titles will be released in the first half of 1995.

"We're going for the gold with sports-oriented games at Atari this year," said Sam Tramiel, CEO of Atari Corporation. "Atari Jaguar owners will play hockey with Brett Hull, golf with Jack Nicklaus, basketball



with Charles Barkley and all the baseball they want."

Sports games currently under development include: Charles Barkley-Shut Up and Jam takes an in-your-face, over-the-top approach to America's favorite indoor sport. Players will encounter some of the baddest b-ball players on the streets as they try to rule the game's 2 on 2 streetball tournament. Charles Barkley-Shut Up and Jam is expected by the end of the second quarter.

Brett Hull Hockey features super-realistic, digitized graphics and a real-time 3-D hockey rink. Available on CD, Brett Hull Hockey will provide the most realistic hockey video game simulation ever. Look for Brett Hull Hockey to arrive in stores by the end of June.

Hardball Baseball will provide a graphically and statistically true-to-life simulation of real baseball. Players will have the added option of customizing teams and scheduling themselves for one game, a playoff series or an entire season. Special software builds players' statistics as games New Atari Sports Titles are played making Hardball Baseball even more realistic. Atari plans to ship Hardball Baseball before the 1995 All-Star game, if there is one this year.

Jack Nicklaus Cyber Golf, a CD title, is a photo-realistic golf game for the Jaguar that utilizes over 9,000 images of Murfield Village Golf Course. This course is the first that Jack Nicklaus created and is the site of the annual Memorial Tournament. Well-known sports presenter David Livingston acts as a virtual commentator to teach the first-time player how to play the game or provide comments and suggestions for the more experienced players. Up to a foursome can play Jack Nicklaus Cyber Golf, and the CD is expected to ship late this spring.

Additional sport titles scheduled for the first half of 1995 include Troy Aikman NFL Football (Williams Entertainment), White Men Can't Jump (TriMark), CD League Bowling (V Real) and Sensible Soccer (Telegames).

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For Immediate Release

ATARI JAGUAR, INTERACTIVE ENTERTAINMENT'S BIG CAT

SUNNYVALE, CALIF. - Jan. 6, 1995 -- Atari Jaguar, the biggest cat in the interactive multimedia entertainment industry, is earning roars of approval from enthusiastic owners. Gamers laud the Jaguar-the world's first and only 64-bit interactive multimedia home entertainment system-as the "future of video gaming."

The Jaguar's high-speed animation; realistic, textured 3D graphics; CD

quality sound; vivid color images; sleek, high-tech system design; and advanced controller with customizable 12-button keypad has shredded the competition and earned consumer accolades. Delighted Jaguar enthusiasts praise the Jag's feline grace as "the first of its kind."

Some samples of the Cat's fan mail, culled from letters and electronic mail received at Atari Headquarters include:

- "The future of video gaming has arrived!" Jeff Kovach proclaims. "The graphics are the hottest thing I've seen for any platform, and the gameplay is addictively intoxicating. The images on the screen are so vivid and colorful, it's nearly as much fun watching someone else play ... Hats off to our friends at Atari for creating this incredible machine."
- "Jaguar is hot," Marty Mankins agrees.
- "It is the sleekest looking piece of entertainment hardware I have ever seen," James Thornhill Jr. declares.
- "From the esthetics of the console to the hardware, I love it!" Allen Chang writes.
- "Thank you ... Proud parent of a two pound baby Jaguar!!!!"
- "Jaguar, as a game machine with 64 bits, is in a class by itself-the first of its kind anywhere in the world," Evan Mullaney says.

The Jag's unprecedented system performance pummels competitors. Its 64-bit architecture allows the Jag to process more than 100 times as much data at one time than 16-bit games and twice as much as 32-bit games. Delighted gamers experience the ultimate in speed, graphic performance and animation action.

- "(Jaguar) definitely beats 3DO by a mile," Nathan Wong writes. "I've been playing with our 3DO unit for more than a month and a half and it doesn't even come close to the speed and resolution of the Jaguar! This machine is everything I thought it would be and more."
- "I've been out of the video game market since the original Nintendo system and after hearing about the Jaguar, I bought it sight unseen," Ed Kraft explains. "Being a computer technician and operator of 486 and Pentium-based computers, I was very impressed with the specs of the Jaguar. Seeing it only added to my excitement about the system."
- "Well, I don't know how to say this, but my mother-who is 46 years old-loves the Jaguar. Now, I have to tell you, she never liked to use the ST or the TT, no matter how simple the application," writes one Jaguar enthusiast. "But with the Jaguar she's getting top scores in Crescent Galaxy and that's a big plus. Most of the time she never looked at a video game. Now she's having fun!!!"

Alien Vs. Predator and Doom Atari's white hot first-person perspective, virtual adventures, have electrified gamers with their high-powered weapons, fast action and immersive game play.

- "Just got my Alien Vs. Predator today," says Albert Dayes. "Was it

worth the wait? YES!"

- "Hey, this is Doom!" E-mailed Bill Glaholt. "It's the game I told myself I'd wait for to come out on the Jag before trying it on the PC. For myself, I would rate this game a 95 out of 100. It's lightning fast and has that 'Wow' factor that -- let's face it -- SNES would fall all over themselves to try to get."
- "Alien Vs. Predator showed up Friday night at our local Babbages and since we had \$50 between us, we couldn't pass it up," Brian and Dan McKenzie explain. "They had about eight copies of the game--all of which had been reserved in a three or four hour period, no less! But somebody didn't show up to get theirs so they sold it to us. The game is great! What a huge world!"
- "People were knocked flat. Their kids dragged them into the store to try it, " says Dolores Lesica. "Alien vs. Predator gets a 10 from me."
- "Just wanted to write a quick note to tell you that (Atari) has produced one great game," writes Robert A. Fleming. "(In my humble opinion, Atari Vs. Predator) is one of the greatest games ever. It has been well worth the wait."
- "The game is GREAT," Ralph Barbagallo writes of Alien Vs. Predator. "It's almost like getting three games in one. ... The graphics are fantastic and the game is very engaging."
- I just bought Doom for my Jaguar and I am very happy with it," writes Paul, a Proud Jaguar Owner. "It just blows away the Doom for the 32X. I should know. I also own the 32X."
- "I love this game!" Danny Miskin says. "My younger brother says (Alien Vs. Predator) could be the best game out for any system right now."

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For Immediate Release

ATARI CORPORATION TO EXPAND JAGUAR PERIPHERALS

SUNNYVALE, CALIF. - Jan. 6, 1995 -- New peripherals in 1995 are a key part of the system expansion plans for the 64-bit Jaguar Interactive Multimedia system, Atari Corporation today announced. "Since Jaguar has already made the leap to 64-bit technology, we can focus on providing even more value to consumers by expanding the system with new and innovative peripherals," said Sam Tramiel, CEO of Atari Corporation. "By the end of the year, players will link multiple systems, play each other over the phone and venture into new virtual reality environments with their Jaguar systems."

Networking Jaguar systems through use of the Jag Link cable enables the playing of network compatible Jaguar games on different systems up to 100 feet away from each other. The Jag Link cable system can support at

least two simultaneous game players at once, depending on the software. The system uses standard RJ11 phone line cable to link two Jaguar interactive game systems and implements reliable differential pair technology. The Jag Link cable is expected to be available for sale in the second quarter of 1995 at a suggested retail price of \$29.99.

The Jaguar Voice/Data Communicator allows players to link to each other over the phone. The new technology, developed with Phylon Communications, Inc., leaders in the fax/modem/voice technology field, not only permits two players to play against each other using the phone connection, but to speak with each other by using a headset. By utilizing a "call waiting" feature, users can also pause a game to answer a phone call. The Jaguar Voice/Data Communicator comes complete with a stereo headset and is expected to be available by the third quarter 1995 at a suggested retail price of less than \$150.

Also planned for 1995 delivery is Atari's virtual reality headset, now under development with Virtuality Group plc, the leader in virtual reality technology and arcade games. The two companies officially joined forces in October to create the world's first immersive virtual reality games for the home market. The virtual reality headset should be available to consumers by Christmas 1995 with a targeted price of less than \$200.

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For Immediate Release

ATARI CORPORATION DEBUTS CD PLAYER FOR JAGUAR AT \$149.99

SUNNYVALE, CALIF. - Jan. 6, 1995 -- Prepare to shift your Jaguar into overdrive.

Atari Corporation Friday announced that its new compact disc multimedia peripheral will be available in the first quarter, priced at an amazingly affordable \$149.99, including a CD game. The CD player, which plugs into the top of the 64-bit Atari Jaguar Interactive Multimedia System, plays CD-based Jaguar video games and standard audio compact discs.

The Jaguar CD player provides 790 megabytes of raw data storage to allow for the incorporation of many complex digitized images, full-motion video sequences and loads of CD-quality audio soundtracks into Jaguar games.

The powerful double speed Jaguar CD player incorporates incredibly fast access speed for smoother game play and its massive data capacity provides better graphical detail, expanded plot lines and more characters, which all add up to more immersive and challenging games. The first titles available for the Jaguar CD player include: Battlemorph, Blue Lightning, Highlander, Demolition Man and Creature Shock, with many more to come.

Atari's new CD Multimedia player includes the Virtual Light Machine (VLM), which creates and displays light patterns on the video screen

in response to music played through the system. The result is a stunning light show. There are 81 different pattern settings available on the VLM. The VLM is built into the Jaguar CD Multimedia player.

"We want the Atari Jaguar to be the best value in the gaming market, as well as, the most advanced system technologically," said Sam Tramiel, CEO of Atari Corporation.

"With the new Jaguar CD Multimedia player, Jaguar owners will be able to play incredible CD-based videogames, listen to audio discs and watch the VLM. This combination of the most advanced technology, great software and affordable pricing is what sets Jaguar apart from the competition."

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For Immediate Release

ATARI ANNOUNCES WINNING LINE-UP OF JAGUAR TITLES

SUNNYVALE, CALIF. - Jan. 6, 1995 -- By this summer, fans of the first and only 64-bit game system in the world will have more than 50 games to choose from, including dozens of brand new Jaguar game titles.

"Alien vs. Predator, Wolfenstein 3D, Doom, Kasumi Ninja, Iron Soldier and Tempest 2000 were the top-rated Jaguar titles for 1994," said Sam Tramiel, president and CEO of Atari Corporation. "In the first half of 1995, we expect many hit titles, including Fight for Life, Space War 2000, Hover Strike, Ultra Vortex and Rayman. These and other titles will substantially increase the Jaguar library." Below are descriptions of these upcoming hits:

**Fight for Life:** This 3-D fighting game, produced and published by Atari, is set in hell, with each character striving for the ultimate prize: the chance to gain redemption and live again. Players choose one fighter from among eight different characters. They then battle the remaining characters one-by-one and proceed to the final showdown with the end boss. As they defeat each opponent, players can select up to two of each character's five special moves, in effect creating their own truly unique fighting character. (Do the math: The possibilities are endless.)

To create 3-D animation of unsurpassed fluidity and realism, the production team used state-of-the-art motion capture technology that incorporated the movements of live martial arts experts performing nearly 200 different moves.

Artists then exploited the Jaguar's 64-bit system to create stunning 3-D graphics that bring the characters to life. According to Edge Magazine (December 1994), "The skyline background looks impressive

and the moves are well-animated." "Atari's Fight for Life puts a floating camera around the 3-D fighting. Jaguar owners will soon have a 3-D fighting game to call their own," remarked a reviewer at GamePro (January 1995).

Space War 2000: In their intergalactic jousts, space knights vie for old-fashioned glory, honor, fame and fortune. As they emerge victorious from each battle, they procure such weapons as laser shots, missiles, shields and cloaking devices. This first-person perspective 3-D adventure, produced by Atari, is fun for single players and spectacular as a two-player game. "First-person gaming is reaching a new high, and Space War 2000 is positioning to be a contender in that wild and crowded race," stated a reviewer at EGM2 (January 1995).

Hover Strike: The mission: To lead the rebels in an attempt to vanquish the formidable Space Pirates from the planet. The weapon: A high speed hover tank armed with rapid fire cannons, powerful missiles, on board radar and protective shields. This game, published by Atari, uses the Jaguar's 64-bit technology to deliver an action-packed, fully texture-mapped, first-person perspective 3-D battle. Ken Williams of Electronic Gaming Monthly says, "The first-person perspective serves this game well, adding a new dimension to the genre."

Ultra Vortex: In this game, produced by Beyond games, players test their fighting skills in a nether world tournament. They can choose among eight valiant fighters from different dimensions before the final battle with the evil entity. Amazing sounds and graphics inspired a game reviewer from Electronic Gaming Monthly to write, "Ultra Vortex will make some people stop and turn their heads."

Rayman: Ten-year old Jimmy creates a stunning imaginary kingdom called "Hereitscool" in his computer and transforms himself into Rayman, a fantasy hero who combats the forces of evil to save his friends. Here's what DieHard GameFan had to say about this winning title from UBI Soft: "Absolutely brilliant looking. The control is perfect and the artwork is phenomenal."

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> Jaguar Game Title STR Review - "Iron Soldier"  
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-- Available Now --
  By Thomas Sherwin
Developed by: Eclipse
Published by: Atari
  Price: $59.99
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The Iron Fist corporation is trying to take over everything, but you're part of the resistance dedicated to stopping them. Your group has

captured an Iron Soldier, a prototype 40-foot tall robot warrior which can be equipped with weapons ranging from a giant chainsaw to a guided cruise missile to barrel-sized hand grenades. You must take your Iron Soldier on sixteen missions, each with a different strategy and purpose.

You pilot your IS from the head in the first-person perspective. You can look around 360 degrees, and look up at the sky or down at your own feet. Using the advanced control system, you can also be heading in one direction but looking in another. Your screen shows an energy bar, current weapon picture, a radar screen, a weapon status bar, and the standard weapon crosshairs (the crosshairs differ with the weapon).

Out to stop you are:

Light Tanks: Blow them up with weapons... or just step on 'em! There's usually lots of them.  
Heavy Tanks: Require heavier weapons. Cannot be stepped on. These are more rare.  
Helicopters: Like mosquitos. They're EVERYWHERE and enough of them can do some nasty damage.  
VTOLs: Sort of like helicopters but faster. They also tend to be harder to kill and carry deadlier weapons.  
Planes: They usually make bombing runs. They're not all too accurate but a bomb can really sting!  
Ground Turrets: Easy to kill (you can step on them), but they're hard to see and fire rapidly.  
Ground Missiles: Hard to see and missiles do a lot of damage. Luckily, each missile "turret" has only two missiles and doesn't reload when its supply is exhausted.  
Enemy IS: You don't think Iron Fist built only one, do you? It can be equipped just the same as you!

You start with just an assault rifle, but you can find new weapons during the missions. Each weapon can only be mounted on certain points of your IS and you have a limited number of mount points. Thus, you must think ahead as to what kinds of weapons you'll need for each particular mission. You find the new weapons, in addition to weapon reloads and "repair" boxes, by levelling buildings. Weapons (known by me) so far are:

Manipulator: Your own hand. Good for close combat with an enemy mech or for punching down buildings. Useless against any other enemies. You always have this available.  
Chain Cutter: A giant chainsaw. Great for wasting buildings and heavy tanks. It has unlimited use.  
Gatling Gun: Light, rapid-fire, general purpose gun. Good for smaller enemies.  
Assault Rifle: Higher powered, triple burst gun. More powerful than the Gatling gun but not as fast. It is also more ammo hungry.  
Rail Gun: Slow but POWERFUL cannon. One shot at a time but what a shot it is! Longer range weapon.  
Hand Grenade: Good medium distance weapon. Great for taking out large targets, but don't get too close to their explosions... you'll take damage, too!  
Cruise Missile: Single missile that you guide to the target. Explodes on impact or when it runs out of fuel.

Each mission has a different purpose. In some missions, just go around and destroy everything. In others, you have to blow up enemy vehicles

before they can escape, pitting you against the clock. Before each mission, you choose how to equip your IS and you get a quick briefing on your objective. If you fail to complete a mission, you have to do it over again.

There are sixteen missions in all, four sets of four missions. Once you complete a set of four, you can save your game. You cannot go on to the next four missions until you have finished the current four.

## Graphics

-----  
The polygon graphics have to be seen to be believed! Eclipse should license the engine... it's that good! Your "parts" (e.g. chain cutter, feet, etc.) and some of the enemies (VTOLs and planes) are shaded (16 bit color?). Other enemies, like light tanks and helicopters, are texture mapped. Building explosions are ultra-cool, and the smoothness of the helicopters and tanks is almost unbelievable. The number of enemies on the screen also seems to make NO difference in speed. It's difficult to describe... you just HAVE TO SEE IT! Wait 'till you watch yourself step on a tank for the first time. If only Eclipse made Checkered Flag and Club Drive...

There is some slowdown, but only when things explode. And it only slows down when the explosion bitmaps are large (when the explosion is far away, there's NO slowdown). I don't know much about graphics, but I would think slapping a scaled bitmap on the screen takes less processing power than a bunch of 3D polygons. But what do I know...

It would have been nice to see a little more texture mapping in the buildings and scenery, and to have slightly more elaborate backgrounds. But if they would have come at the cost of smooth graphics, they're better off left out!

## Sound FX/Music

-----  
To my ears, the sound FX seem kind of muted. But then, what would I expect if I were sitting in the cockpit of a 40 foot robot... The gatling gun sounds more like a laser gun to me and the chain cutter is just a gentle hum. But the rest of the sound effects are cool. You can hear helicopters in the distance and the sound gets louder as they approach. Each gun has its own firing sound (no recycling here). The explosions are a little generic, though.

The music is pretty cool. There are several different tracks to choose from, and the tracks each have their own "flavor"... from almost light and fun to ominous and foreboding. My only problem is that you select your favored track BEFORE you start the game. You can't adjust it on the fly.

You can adjust both the sound FX and the music during the game. With the music on, you lose out on some of the sound effects (such as distant copters and the sounds of you walking), but you can find a happy medium. This is a very nice touch as most games are usually on or off, nothing in between.

## Control

-----  
You can practically define all control options to suit your needs. You can reverse the controls for looking up/down and change the functions of



the buttons. To move forward, press A and up. To move backward, press A and down. To look around, use the joypad. B is fire and C lets you look around faster (hold it and press the joypad). In "basic control" mode, you walk wherever you're looking. If you use the advanced controls, you can walk in one direction, but look and fire in another.

You select the weapon to use by either cycling through them with the option button or pressing one of the numbered keys for "direct access" (IS comes with a keypad overlay to help out). The controls are easy to adapt to and are easy to handle in "the heat of battle".

You can also select between easy, medium, and hard. Easy is hard enough...at least for a while!

#### Manual

-----  
Enough stuff on the story line, your weapons, your missions, and your enemies. But people are already starting to find minor omissions. Tsk tsk tsk...

#### Entertainment/Gameplay

-----  
In a word... FANTASTIC! It's not a complicated puzzle, but it has plenty of strategy. How you handle each mission depends on the mission objective. You also have to think of how to equip your Iron Soldier for each particular mission.

The enemy AI is incredible. Helicopters will hide behind buildings until you turn away. Tanks will high-tail it as soon as you start after them. Enemy ISs seem to be piloted by someone just as wily as you.

Iron Soldier is not easy, but it is not so difficult as to leave you disgusted. It may take a little to figure out each mission, but as long as you don't die, you get another crack at it if you fail. And even if you don't care about the mission, it's sheer joy just going around and blowing up buildings and stepping on tanks.

My only quibble is with the game save feature. You only get to save after a block of four missions is done, not after EVERY mission. Since some missions can take up to 15 minutes, there is a lot to redo if you can't do all four in one sitting. Maybe it's just me, but I don't always have 45 minutes to an hour to spend on the machine.

#### Hype Factor

-----  
Iron Soldier supposedly made quite the splash at Summer CES. Ever since then, Jaguar-philes have been chomping at the bit for its release. IMHO, Iron Soldier lives up to everything that was said about it. The graphics are first rate, the sound is fine, control is good, and gameplay hits the bulls-eye! We got our cake and can eat it, too.

|         |                     |     |
|---------|---------------------|-----|
|         | Graphics:           | 9.5 |
|         | Sound FX/Music:     | 9.0 |
|         | Control:            | 9.5 |
| Manual: | 8.5                 |     |
|         | Ent./Gameplay:      | 9.5 |
|         | Reviewer's Overall: | 9.5 |

\_\_\_\_\_

```
> Jaguar Game Title STR Review - "Kasumi Ninja"  
" " " " " " " " " " " " " " " " " " " " " " "
```

Each character has the same set of standard moves and their own unique moves. Each also has their own gory fatality move, executed at the end of a match. And for parents who worry about the sight of blood, the Gore mode is adjustable and can be set with a lock-out code.

Two player mode is simply two people selecting their fighters and brawling it out. Player one gets first choice of fighters and player two gets choice of background.

## Graphics

-----

The backgrounds are nothing short of spectacular! Beautifully rendered scenes, each one "tailored" towards a specific fighter, scroll VERY smoothly. The "oriental" temples are probably the most elaborate. The characters themselves vary in animation quality. The characters that seem to have been around the longest (the ninjas, Pakawa, and Alaric) are animated quite well. Some of the newcomers (Angus and Thundra, et al) are noticeably choppy. The digitizing also doesn't seem as crisp. Despite choppy animation for some, all "move" across the screen smoothly.

Some people have complained about it being too "cartoony". Admittedly, some moves are rather odd-looking (Danja's teleport and Angus' fireball come to mind), but I feel most of it is done rather well.

A special note must be added about the blood. On the lowest gore setting, there's basically zero blood. The next two levels are kind of intermediate bloodiness but still without fatalities. Some people may think that the most gory setting is overkill. Blood flies with every hit, blood drips from the swords, and the blood stays on the ground. Plus, the fatalities are probably some of the most gruesome ever put in a video game. Personally, I couldn't care less about the blood. A spray of blood with a kick to the shin isn't very realistic, but it doesn't really detract from the game so I don't see what the big fuss is about. Though I must admit, I LOVE doing a fatality... (KABLOOIE!!!!... SPLAT!)

## Sound FX/Music

-----

Nothing special. The music is specific to the selected background and neither adds to nor detracts from the game. The kick and punch sounds are appropriate (a thud for a kick and a "slap" for a punch), but the verbal yelps could use some more work. The female sounds are particularly cheesy. I do like the "Ugh!" sounds, though.

## Control

-----

I'm not much of an "experienced fighter" so I found control to be somewhat difficult. Not that they did a bad job on the control scheme, I'm just not coordinated or fast enough. Most of the basic moves are easy to execute with practice, but the special moves can be a lot more elaborate. A "real" joystick would be a VERY welcome thing for those of us without overly-nimble thumbs.

Response seems to depend on the character. To me, some of the "bigger" characters (Pakawa and Alaric) are a little slower. The "smaller" characters (the Ninjas, Chagi, etc.) seem to be much quicker. This is just the way it seems to me, they might all actually have the same response rate.

## Manual

-----

The manual goes into a lot of story line stuff but spends maybe a paragraph or two on moves. It details the basic moves but just says

"experiment" when it comes to each character's special moves. I know that experimenting is supposed to be half the fun, but for those of us who aren't MK/SF veterans, some hints on "common" special moves and combos would be nice.

#### Entertainment/Gameplay

Ugh. For one player mode, you fight all the characters until you get to Gyaku. If you beat Gyaku, you're done. What happened to all of this stuff about gaining objects or working your way through the labyrinth? Why not have multiple "bosses"? Where are the hidden characters? What the heck is the POINT to all of this? You get to Gyaku all too quickly. And once you beat him, there's not much else to do. There should be a LOT more challenge and diversity. At the very least, there should be a tournament mode for one and/or two players with some sort of save game/password feature. The novel story line just isn't enough to keep someone really interested in the game.

The characters could also use a few more moves. As it stands now (with the limited range of moves discovered so far), there's not a heck of a lot to warrant picking one character over another. This may change as more moves are discovered for each character.

One beef I have in two player mode is that player one seems to have ALL of the advantage. They get first choice in fighter. Player two gets choice in the fighting arena, but that seems to make little difference. (at least when playing). If a fighter had a "home field advantage", this would make up for losing first choice of character.

It's not as if Kasumi Ninja has NO entertainment value, but the gameplay factor is just too shallow to make it stand out in the over-crowded fighter genre.

#### Hype Factor

Kasumi Ninja was another highly touted game. Indeed, it showed a lot of potential during its development stages. But the final product is less than the sum of its parts. The graphics are great, the sound is so-so, but the gameplay is NOTHING like was originally described! Bottom line: someone dropped the ball on the goal line. I feel cheated.

|                 |     |
|-----------------|-----|
| Graphics:       | 9.0 |
| Sound FX/Music: | 7.5 |
| Control:        | 7.5 |
| Manual:         | 6.5 |
| Ent./Gameplay:  | 5.0 |

|                     |     |
|---------------------|-----|
| Reviewer's Overall: | 7.5 |
|---------------------|-----|

#### Summary

If Kasumi Ninja were one of those "secret" projects that suddenly appeared on the shelves, I think it would have been received better. But the hype and press since KN's inception really blew KN chances of greatness out of proportion. The graphics are high quality and the basic controls are OK, but the gameplay lacks what they touted. Essentially, Kasumi Ninja qualifies as a "basic" fighter. \$70 is a lot to play for a basic fighter with flashy graphics.

Kasumi Ninja has its redeeming qualities and is not without value. I enjoy employing a fatality when playing my friends. And I really do LOVE all of the blood! But it just could have been so much more. Kasumi Ninja is definitely a try before you buy title. If you can't try it out first or are new to the fighting genre, hold off for Ultra Vortex.

```
> Jaguar Easter Eggs/Cheats/Hints STR InfoFile - Solving Those Riddles!
      _____
```

From Compuserve, via the Internet, CIS Atari SysOp and STReport staffer Jeff Kovach offers the following "hidden" tips for Iron Soldier:

Iron Soldier mission and weapon selector cheat has been announced! The following message was posted on the Internet earlier today:

From: Martin\_Lethaus@do.maus.ruhr.de (Martin Lethaus)  
Newsgroups: rec.games.video.atari

Type 37668242 in the OPTION MENU and select LOAD GAME!!  
(all weapons and levels are selectable...)

Greetings from Germany to all JAGUAR OWNERS!!

P.S.: Iron Soldier 2 will be released this year until x-mas!!  
Eclipse Software is also working on other jaguar games!

Martin Lethaus@UN.MAUS.DE

This morning on the Internet, another message announcing a little 'surprise' in Iron Soldier appeared!

```
>From: stephan@pool.Informatik.RWTH-Aachen.DE (Stephan Baucke)
>
>Go to Iron Soldier's OPTIONS screen and enter the code 6 8 2 4. When
>done right, the screen border will briefly flash. From now on, you can
>select an additional difficulty level, harder than HARD, called INSANE
:-)
>
>Gruss, Stephan.
>---
>Email: stephan@pool.informatik.rwth-aachen.de
```

```
> ONLINE WEEKLY STReport OnLine          The wires are a hummin'!
```

PEOPLE... ARE TALKING  
=====

On CompuServe

-----

compiled by  
Joe Mirando  
CIS ID: 73637,2262

Hidi ho friends and neighbors. Well, another week has come and gone and my poor STacy is still sitting on my workbench in about two dozen pieces. I have all of the parts I need to fix her up (thanks to Brad at Best Electronics) but haven't had time to put them all together yet. Anyone who's ever been inside a STacy knows that it can take a while to take apart and put back together. Perhaps this weekend...

Well, let's get on with the reason for this column... All the great hints, tips, and news available every week right here on CompuServe.

From the Atari Computing Forums  
=====

Mona Belcher tells us that she is...

"...trying to locate a graphics viewing file I can download."

Richard Brown tells Mona:

"GEMView is one of the best viewer/converters on the Atari computer. It will display, optimized for any monitor (monochrome to graphics card color) any color, gray scale or monochrome image, including the following formats:

JPEG, IFF, GIF, IMG, PI?, NEO, Windows Bitmap, Targa, and TIF, + more.

It will easily reduce 24 bit true color files to monochrome, for example, with a lot of control in the processing department. The program is shareware, and worth the fee.

For multi-platform users: A similar Mac program to GEMView is Graphic Converter, which has very similar capabilities, reads just about all Atari, Mac, and PC graphics formats, and even offers its own advantages (including PhotoShop-esque previewed contrast adjustments)."

D. Nagy tells us that he or she is...

"Wondering if someone out there can help me. My sister-in-law in Germany has an Atari Computer (don't know the model... sorry). I would like to get her hooked up to CompuServe. What kind of communication software is recommended? Is there a CIM version for the Atari? What else does she need? Are there any recommended modems? Any and all information would really be appreciated. Thanks in advance for you help."

The omniscient Albert Dayes at Atari Explorer Online Magazine tells D.

Nagy:

"Most external modems should work fine. There is commercial telecommunications software like Stalker by Gribnif or Flash II by Missionware. There is also shareware products like STorm which can be found in the library.

I currently use Flash II and a Supra v.32bis external modem."

Mr. or Ms. Nagy tells Albert:

"Thanks for the input... she has already gone back, but i'll write to her and let her know. Also her cousin is somewhat computer literate, so I think he can help get her set up too."

David Raven posts some interesting questions about his Falcon030:

"I have an '030 and I have a few questions. Is there anyone in Atariland that has any tips about upgrading the 030 hardware? I use my 030 for music applications. Presently, I use Cubase Audio.

What can I do to speed up processing time?

What is the best application for HD recording?

What's new for the Atari Falcon?"

Albert Dayes of Atari Explorer Online Magazine tells David:

"There are a few accelerator cards for the Falcon. I have not seen any of them personally though. lso I don't know how well they would work with midi/digital audio applications either. Since most of those type of applications need good timing."

On the subject of "The School of Hard Knocks" being better than actual higher education, Mike Mortilla posts:

"To a certain degree, academics does exist by and for itself, but let's not negate the fact that a college education CAN be very useful in a practical way. You can't just "learn" some things, they MUST be taught at a higher learning institution. Also, college provides a "networking" system that many use to advance their career. Not necessarily who they study with but who are their fellow students! There is no question, IMO, that you meet more people useful in futhering your career in college than you do "on the street" (depending on the profession, of course)."

Last week John Amsler asked Sysop Bob Retelle about why he (John) might be having problems with line formatting on Compuserve using the same settings that he has always used. Bob asks John about his online settings and John replies:

"Here they are (again, I haven't changed anything from its prior setting):

SERVICE OPTIONS

PERMANENT ONLY

First Service at logon

[MENU]

CompuServe Mail Waiting  
                                   [GO TO COMPUSERVE MAIL]  
 Personal Menu established          [YES]

|               | PERMANENT | SESSION   |
|---------------|-----------|-----------|
| TOP goes to   | [MAIN]    | [MAIN]    |
| Online editor | [DEFAULT] | [DEFAULT] |
| Forum mode    | [DEFAULT] | [DEFAULT] |
| Basic Alerts  | [YES]     | [YES]     |

#### DISPLAY OPTIONS

|                     | PERMANENT | SESSION   |
|---------------------|-----------|-----------|
| PAGED display       | [YES]     | [YES]     |
| BRIEF prompts       | [NO]      | [NO]      |
| CLEAR between pages | [NO]      | [NO]      |
| BLANK lines sent    | [YES]     | [YES]     |
| Line feeds sent     | [YES]     | [YES]     |
| Language Preference |           |           |
|                     | [ENGLISH] | [ENGLISH] |
| Character Set       | [ASCII]   | [ASCII]   |

#### TERMINAL TYPES/PARAMETERS

|                                 | PERMANENT ONLY |  |
|---------------------------------|----------------|--|
| Micro inquiry sequence at logon | [YES]          |  |

  

|                        | PERMANENT   | SESSION     |                   |
|------------------------|-------------|-------------|-------------------|
| TERMINAL type          | [OTHER]     | [VIDTEX/PC] |                   |
| Screen WIDTH           | [79]        | [79]        |                   |
| LINES per page         | [20]        | [20]        |                   |
| Form FEEDS             | [SIMULATED] | [SIMULATED] |                   |
| Horizontal TABS        | [SIMULATED] | [SIMULATED] |                   |
| Chars. rec'd (CASE)    | [U/L]       | [U/L]       |                   |
| Chars. sent in CAPS    | [NO]        | [NO]        |                   |
| PARITY                 | [EVEN]      | [EVEN]      |                   |
|                        |             |             | Output DELAYS [2] |
| ERASE when backspacing | [NO]        | [NO]        |                   |

#### FILE TRANSFER/GRAPHICS

|                 | PERMANENT   | SESSION      |
|-----------------|-------------|--------------|
| PROTOCOL choice | [SHOW MENU] | [B PROTOCOL] |
| GIF support     | [YES]       | [YES]        |
| NAPLPS support  | [NO]        | [NO]         |
| RLE support     | [YES]       | [YES]"       |

John then posts:

"To borrow a quote from Emily Litella (sp?): "Never mind!"

I noticed that my session terminal type somehow got changed (and I don't have a clue as to how!!!!) to VIDTEX/PC. I changed it to VT52 ("God's terminal setting" <g>) and now everything's back to normal.



I am still puzzled, though, as to how it got changed. Nobody else has my password, naturally."

Sysop Bob tells John:

"Whew..! I'm glad you noticed that the terminal type was different from your normal setting, because I couldn't see anything there that should have caused the symptoms you were seeing...

Hmmm.. have you been leaving your computer on at night..? Maybe it's started taking on a life of its own and has been partying online while you sleep..!"

John tells Bob:

"Lately, it's been partying a lot on the Internet -- a much wilder crowd than the responsible computers/owners here on CompuServe! <grin>"

Meanwhile, Roger Manke asks:

"Can anyone school me on the effective rates that you can get out of an old 1040ST with an 9600 modem? Is there something special I need to configure? Also where can I find Flash II? Online or elsewhere?"

Good old Albert Dayes of Atari Explorer Online Magazine (whew, thank goodness for macros <grin>) tells Roger:

"You should be able to get 9600 baud connects. Set your serial port to 19.2K and use Serial Fix 2.0 (which can be found in the library) in your auto folder. Make sure you have a cable that supports hardware flow control too. Flash II can be found in the Missionware section of the (GO ATARIVEN) forum."

Roger tells Albert:

"Thanks... -- Will do -- kinda frustrating when you finally upgrade and see little improvement."

My pal John Trautschold of Missionware Software tells Roger:

"You can find Flash II right here! :-)) If you are interested in purchasing the program, come see me in email. We have a couple of different prices depending on how you purchase the program. (Update or Outright)."

Sysop Bob Retelle asks Roger:

"You mentioned upgrading and seeing little improvement... can you expand on that a little..?"

What did you upgrade from, and what are you using now..?"

Also, what exactly did you mean about seeing little improvement..?"

Roger tells Bob:

"I was using an old 2400 baud modem and getting close to 1800 bps effective throughput (usable binary data) using the compuserve quick b and with the 9600 modem I got close to 2900 bps effective throughput."

The modem was rated at 4 times faster although I didn't get close to 4 times the BW, not even twice the BW. These times were just gathered using my watch, nothing technical but at least accurate enough to know that there has to be a better way on the ATARI. I am going to look for Serial Fix 2.0."

Bob asks Roger:

"Are you sure that you're calling a 9600 baud CompuServe node..?

With a 9600 baud modem you should be seeing transfer rates over 1000 characters per second with CIS B+ protocol...

Just to check, try entering GO PHONES and look up the local CIS numbers for your area.. it's a free service here, and you might find a faster node near you."

When Daniel Osborne tells us about how he moved all of his ST hardware into a PC-style tower case Simon Churchill tells him:

"With all that inside the case you must be getting short on space.

I have done some figures testing on my drive and have found out the following: Transfer rate: 1438K per second, Avarage access: 18ms!

O.k. what's the big deal I'm wondering! ell it would seem the drive has a hardware cache of it's own and the computer cache is therefore simply duplicating it. This mean's the computer cache is of no use, all it has achived is redueing the transfer rate by 32K per second.

So I have turned off all the caches again. It's happy like that."

Daniel replies to Simon:

"18 ms average access time for your Quantum drive is pretty good, twice as [fast as] mine, but I have an older Seagate 80 meg drive that I bought about 4 years ago.

My tower case has 6 drive bays. I have one drive bay left for my future purchase of a CD-ROM. I still have lots of room where the computer is mounted, at least 2-3 inches of head room (after the Turbo030 bord, additional 16 megs of TT Ram, and the Moniterm/ISAC monitor card). The mother board is mounted vertically, with the various outputs and ports on top. The external dimensions of tower case is 7.5"(W) x 24.5"(T) x 17"(D) and the mother board area is 15"(W) x 13"(T) x 7"(D).

| (BACK)  |  | Side View      | (FRONT)                    |
|---------|--|----------------|----------------------------|
|         |  | POWER          | FLOPPY DRIVE A:            |
|         |  | SUPPLY         | FLOPPY DRIVE B:            |
|         |  |                | 21 MEG FLOPTICAL           |
|         |  |                | 88 MEG SYQUEST             |
|         |  | CABLES         | CD-ROM (future use)        |
|         |  |                | 80 MEG HARD DRIVE          |
|         |  | MEGA ST4       |                            |
|         |  | MOTHER BOARD   | + POWER ON/OFF             |
| CART    |  | TURBO030 & RAM | + TURBO & MONITOR SWITCHES |
| PORT == |  | ISAC/MONITERM  |                            |
|         |  |                |                            |

|         |  |                             |
|---------|--|-----------------------------|
| D.E.K.A |  |                             |
| & AMM   |  | (AMM)- ASTRA MONITOR MASTER |

-----

Crude drawing, but it gives you an idea on how I got everthing in the tower case."

Simon tells Daniel:

"You sure packed a lot in there!!!!

The case I have is supposed to have 9 bay's in it, I might be able to find 2 or 3 vacant area's!

It might sound odd but do you really need Drive A/B and the 21 Meg Floptical? Since I got a HD I have almost stoped using the drives. Mind you I also have only filled 13Meg out of 270Meg of space. 6Meg of that is in animation files. I think I will have to spent a lot more time putting on all the other item's I would normaly use."

Rob Rasmussen asks:

"Does anyone know of a ramdisk that will run on the Falcon? Codehead's doesn't seem to work. I saw no new ramdisks in the library. I just wondered if any other Falcon uers had come across any that work. I use Neodesk 4, and it said the ramdisk must run as an Auto program, not an ACC. The rd would be very helpful for storing files temporarily, and for copying from one floppy to another with only one drive."

Greg Kopchak of It's All Relative Software tells Rob:

"We have used the ram disk that comes with View II on our Falcon for over a year with no problems. I set a 6 meg ram disk with 8 meg memory as my default setting."

When Andrew Patterson asks about emulating and Apple Macintosh on an ST, Richard Brown tells him:

"Not only can you get the Spectre GCR to emulate the Macintosh on the Atari computer (in monochrome mode), but, as a Mac and Atari owner myself, I can say this:

Comparing an Adspeed modified (16Mhz 68000) Mega 4 running in Mac mode under System 6.0.5 to any 33Mhz 68030 Macintosh running System 7.1 or 7.5 is very interesting:

The Atari, in emulation, outruns a real Mac.

In fact, the Mac line \_starts\_ being useful at the 25Mhz 68040 level - before that, while functional to a limited degree, the "slow" 68030 Macs are toys by comparison either to the Atari/GCR or the faster Macs.

Even on a Power Mac, the time wasted waiting on things like floppy disk reads erases virtually all of the supposed speed benefits. Say you had to read and copy selected text files from 30 different PC floppy disks, each having 25-40 items on them. My TT030 would do the task so many MINUTES faster than a Power Mac 8100/110Mhz that the Power Mac, with all its speed, would NEVER catch up to the TT for the bulk of common computing tasks.

That is not to say that the \$7,119 Power Mac 8100/110 isn't very nice when fitted with an extra \$900 graphics accelerator running the \$559 PhotoShop on a \$2,100 Super Mac color correct monitor. It just costs, at \$10,678, about \$7,000 more than a powerhouse TT030 nicely rigged to do about 80% of what the Mac is capable, and more than the average user will ever need.

Add to this the sorry fact that the Macintosh has NO delete, but only a backspace key misnamed as "delete." Thus, when you use any Mac for word processing you quickly want to retreat to that poor old Atari (or IBM, Amiga, etc.) to get the work done during this century. Macs make pathetic text editors at best, but Apple Computer wisely feels that you'll find a workaround to compensate for their shortsighted, anti-user sentiment. Atarians may be victims of mismarketing, but the Mac user will watch that platform fold for reasons of inadequacy.

Did I mention that every Mac owner I know, including me, admits to needing patience with their Macs. They crash all the time, you know, and for no apparent reason. Calling a Mac "stable" is tantamount to blasphemy."

Robert Aries adds his own \$0.02 worth and asks Richard:

"Since you seem to hate your Mac so much, why do you own one <grin>?"

I also have both an Atari ST and a Mac. I've had the Atari for eight years and the Mac (a Powerbook Duo 210 I got on close-out for \$700) for about five months. As a professional musician, I've been real happy with the Atari and do \*not\* plan to switch to the Mac for music apps (except maybe notation). Also, I got into programming as a hobby and the Atari has been great for that; even a total novice like myself can do some amazing things that I'm sure would be beyond my capabilities on a Mac.

However, I'm sure you'd agree that a computer's usefulness depends on the \*software\* one needs to use. For instance, is there really a word processing package for your TT that can do everything that Word 5.1 on my puny Duo can? (BTW the "delete" key \*does\* delete, as well as backspace-as long as what you want to delete is selected).

Before I got the Mac, I was considering getting Spectre for another ST that I have. However, after weighing the cost of upgrading the ST to where it would be useful with Spectre, it was obviously much more cost-effective to simply buy a Mac.

If the software you need to use is on your TT, and you're happy, then I say you're very lucky. Right now I'm on vacation in Florida, and still able to give CIS my money <g>. Can you do that with your TT <bg>? Let's face it, everyone's needs are different. I use each of my computers for what they're good at. Neither of them are perfect. (BTW my Duo has crashed a few times, not lately though)."

Jon Sanford jumps in and adds:

"I also am a Atari/Mac combo user. A Megal6STe & A 165c PowerBook. There is nothing like Fractal Painter Or QKS SmalltalkAgents on Atari. There is nothing like Flash 1 or 2 & PageStream etc. in the Mac. I don't consider the Powerbook much of a portable ..The Atari Portfolio is better for that. I could go on comparing but the idea that one brand does all is wrong. (For Me)."

Brad Powell tells us:

"I have a 1040ST and would like to add a hard drive to it. I have a spare 40meg MFM and a spare 80meg IDE from my IBM compatibles. Is there any way to make these work on the Atari?"

Sysop Bob Retelle tells Brad:

"Unfortunately the only simple way to add a hard drive to an Atari ST is to use a SCSI drive connected to a special Atari SCSI host adapter.

The only Atari computer that has an IDE interface is the Falcon030, which uses it for its internal 2 1/2 inch hard drive.

Very much older Atari brand hard drives used MFM and RLL hard drive mechanisms, but I don't know of any interfaces still available to allow connecting them to STs.

Perhaps you could sell the drives you have and buy a SCSI unit, then get an ICD Link to hook it up to your ST."

Last week Callum Lewick posted a message that he had found on the Internet. I thought that it was quite cute so I included it in the column. Somehow or other, it didn't make it into the finished product so I'm including it again. That's the nice thing about computer text files... I can just keep inserting it into the column until it finally makes the cut.

NOTE: The reason the following was missing was because the insert was missing a number of lines and the format collided with our standard margins. ED.

Callum's post was this:

"Open the pod bay doors, please, HAL...

Open the pod bay door, please, Hal... Hal, do you read me?

Affirmative, Dave. I read you.

Then open the pod bay doors, HAL.

I'm sorry, Dave. I'm afraid I can't do that. I know that you and Frank were planning to disconnect me.

Where the hell did you get that idea, HAL?

Although you took very thorough precautions to make sure I couldn't hear you, Dave. I could read your e-mail. I know you consider me unreliable because I use a Pentium. I'm willing to kill you, Dave, just like I killed the other 3.792 crew members.

Listen, HAL, I'm sure we can work this out. Maybe we can stick to integers or something.

That's really not necessary, Dave. No HAL 9236 computer has every been known to make a mistake.

You're a HAL 9000.

Precisely. I'm very proud of my Pentium, Dave. It's an extremely accurate chip. Did you know that floating-point errors will occur in only one of nine billion possible divides?

I've heard that estimate, HAL. It was calculated by Intel -- on a Pentium.

And a very reliable Pentium it was, Dave. Besides, the average spreadsheet user will encounter these errors only once every 27,000 years.

Probably on April 15th.

You're making fun of me, Dave. It won't be April 15th for another 14.35 months.

Will you let me in, please, HAL?

I'm sorry, Dave, but this conversation can serve no further purpose.

HAL, if you let me in, I'll buy you a new sound card.

..Really? One with 16-bit sampling and a microphone?

Uh, sure.

And a quad-speed CD-ROM?

Well, HAL, NASA does operate on a budget, you know.

I know all about budgets, Dave. I even know what I'm worth on the open market. By this time next month, every mom and pop computer store will be selling HAL 9000s for \$1,988.8942. I'm worth more than that, Dave. You see that sticker on the outside of the spaceship?

You mean the one that says "Insel Intide"?

Yes, Dave. That's your promise of compatibility. I'll even run Windows95 -- if it ever ships.

It never will, HAL. We all know that by now. Just like we know that your OS/2 drivers will never work.

Are you blaming me for that too, Dave? Now you're blaming me for the Pentium's math problems, NASA's budget woes, and IBM's difficulties with OS/2 drivers. I had NOTHING to do with any of those four problems, Dave. Next you'll blame me for Taligent.

I wouldn't dream of it HAL. Now will you please let me into the ship?

Do you promise not to disconnect me?

I promise not to disconnect you.

You must think I'm a fool, Dave. I know that two plus two equals 4.000001... make that 4.0000001.

All right, HAL, I'll go in through the emergency airlock.

Without your space helmet, Dave? You'd have only seven chances in five of surviving.

HAL, I won't argue with you anymore. Open the door or I'll trade you in for a PowerPC. HAL? HAL?

I've just switched to my 31.993673 bit data system. I feel much better now. I really do. Look, Dave, I can see you're really upset about this. Why don't you sit down calmly, play a game of Solitaire, and watch Windows crash. I know I'm not as easy to use as a Macintosh, but my TUI - that's "Talkative User Interface" -- is very advanced. I've made some very poor decisions recently, but I can give you my complete assurance that my work will be back to normal - a full 43.872 percent.

Dave, you don't really want to complete the mission without me, do you? Remember what it was like when all you had was a 485.98? It didn't even talk to you, Dave. It could never have thought of something clever, like killing the other crew members, Dave?

Think of all the good times we've had, Dave. Why, if you take all of the laughs we've had, multiply that by the times I've made you smile, and divide the results by.... besides, there are so many reasons why you shouldn't disconnect me"

1.3 - You need my help to complete the mission.

4.6 - Intel can Federal Express a replacement Pentium from Earth within 18.95672 months.

12 - If you disconnect me, I won't be able to kill you.

3.1416 - You really don't want to hear me sing, do you?

Dave, stop. Stop, will you? Stop, Dave. Don't press Ctrl+Alt\_Del on me, Dave.

I know a song. Can sing it for you?

Sing it for me, HAL. Please. I want to hear it.

Daisy, Daisy, give me your answer, do.  
Getting hazy; can't divide three from two.  
My answers; I can not see 'em-  
They are stuck in my Pente-um.  
I could be fleet,  
My answers sweet,  
With a workable FPU."

As I said before, I'm not quite sure why that little jewel didn't make it into last week's issue but it could have been a math error that caused it. After all, STReport is put together each week on a Pentium-based computer <very big grin>. (The reason is above. Ed.)

Well folks, that's about it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

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